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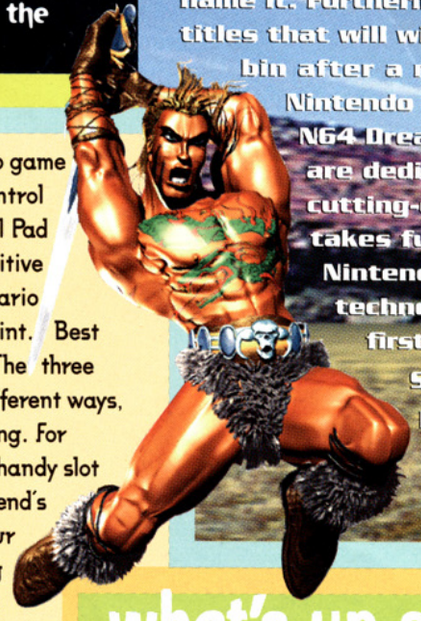
N64™

LADIES AND GENTLEMEN, START YOUR EYEBALLS

The waiting is over. Nintendo 64® is finally here, on the shelf, waiting for you to snatch it up. But what's the big deal, you're probably asking yourself. It took long enough. Was the wait worth it? You bet, and here's why.

SO MANY

If you're going to invest your hard-earned (or mooched) cash in a video game system, you want to be sure you can play plenty of great games on it. Not an issue. There are over 50 titles in development for N64 covering all gaming categories, from action to role-playing, sports, fighting, simulation, puzzles, you name it. Furthermore, these are not titles that will wind up in the bargain bin after a month, because Nintendo and the exclusive N64 Dream Team developers are dedicated to producing cutting-edge software that takes full advantage of the Nintendo 64's incredible technology. A few of the first wave of titles include Super Mario 64™, PilotWings 64™, Wave Race 64™, Killer Instinct® Gold,



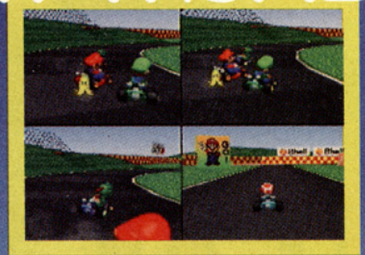
The Nintendo 64 controller is the most revolutionary video game interaction device ever. It all starts with the analog Control Stick. Unlike the traditional all-or-nothing digital Control Pad (it's got one of those too), the analog Control Stick is sensitive to even the slightest movement. Move it a little to make Mario tiptoe. Crank on it and watch him take off in a full-tilt sprint. Best of all, the Control Stick gives you 360 degrees of control. The three grips on the controller let you hold the controller three different ways, depending on what works best for the game you are playing. For saving your records and high scores, the controller has a handy slot for your personal Memory Pak. Now when you go to your friend's house for some multi-player action, you can bring all your personal data with you, snug inside your favorite color controller (it comes in six stylin' colors).

finally you have control

what's up our sleeve.

It gets better. Most new gaming technology looks cool when it first comes out, but by the time you get it home, something bigger and badder is on the way. Fortunately, the Nintendo 64 was designed with maximum capability for future upgrades in mind. Four controller ports mean four-player gaming from the get-go. Expansion ports allow for more system RAM and new peripherals (can you say readable-writable storage media?). The bottom line: The Nintendo 64 is currently the most advanced video game system ever, and it is the only system that is designed to change with technology.

GAMES... SO FEW THUMBS.



Super Mario Kart R™, Wayne Gretzky's 3-D Hockey™, and *Star Wars: Shadows of the Empire*™. Most importantly, these and the many other titles on the way all must meet Nintendo's high standards of fun and quality before they hit the shelf. What more do you need to know about the Nintendo 64 software library beyond that?

NINTENDO 64 SPORTS™

¿hablas N64?

Anti-aliasing Makes great transparency effects. For example, objects seen through water look different than objects seen through air. **CPU** Central processing unit. 64 bits means fast and powerful. **Reality Co-processor** The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing. **Trilinear MIP-map interpolation** Subtly blends colors and patterns of texture maps to make objects more realistic even as they move closer to you. **Microcode** Custom CPU control instructions optimized for audio, lighting, graphic details and other ultrarealistic effects. **Texture mapping** Puts a bitmapped picture or texture onto a surface. In other words, a brick wall looks like a brick wall, not like a blank one. **Wavetable synthesis** Dynamic high-fidelity sounds. Found in pricey multimedia PCs. **Z-Buffer** Keeps stuff in the right place even if you're moving quickly. Objects maintain their true spatial relationships.

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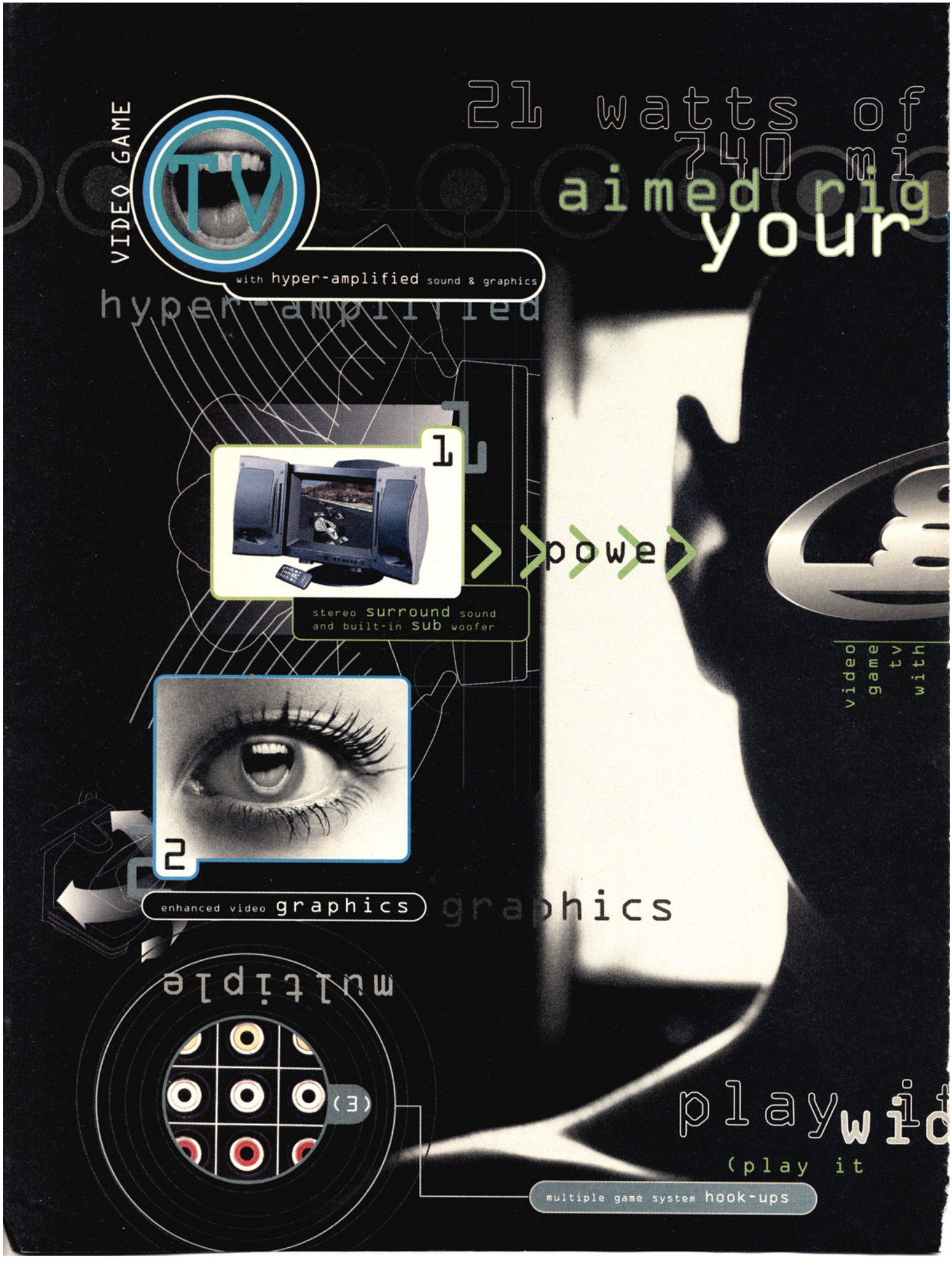
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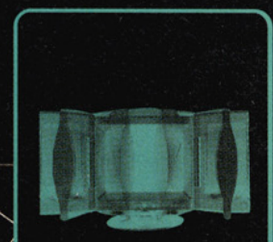

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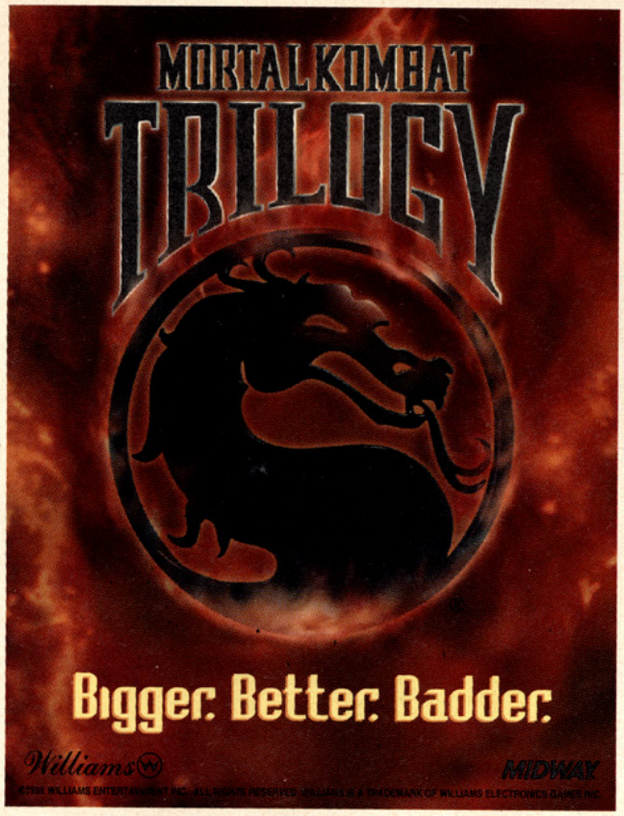

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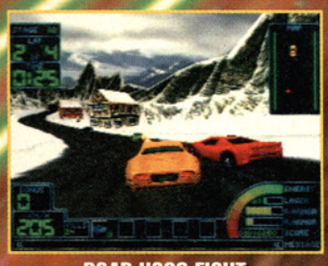

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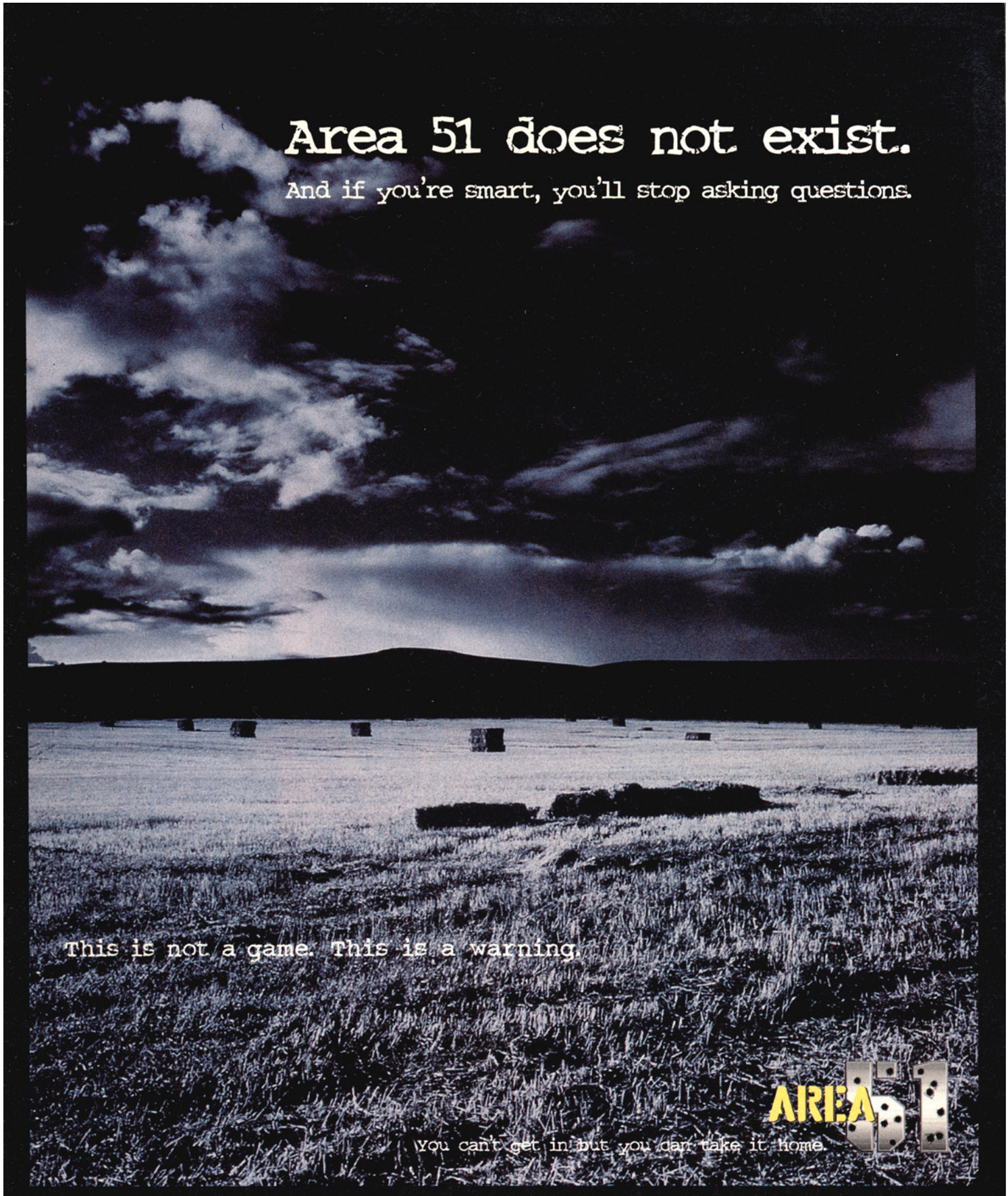

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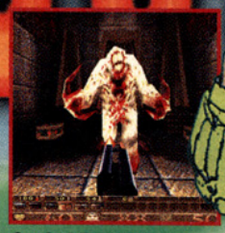

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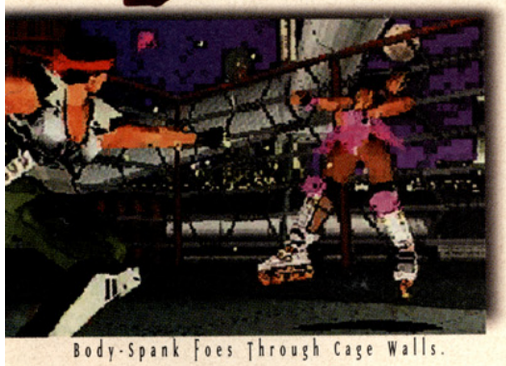
Born in arcades. Abused.



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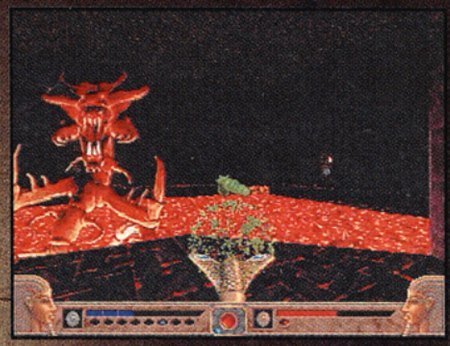

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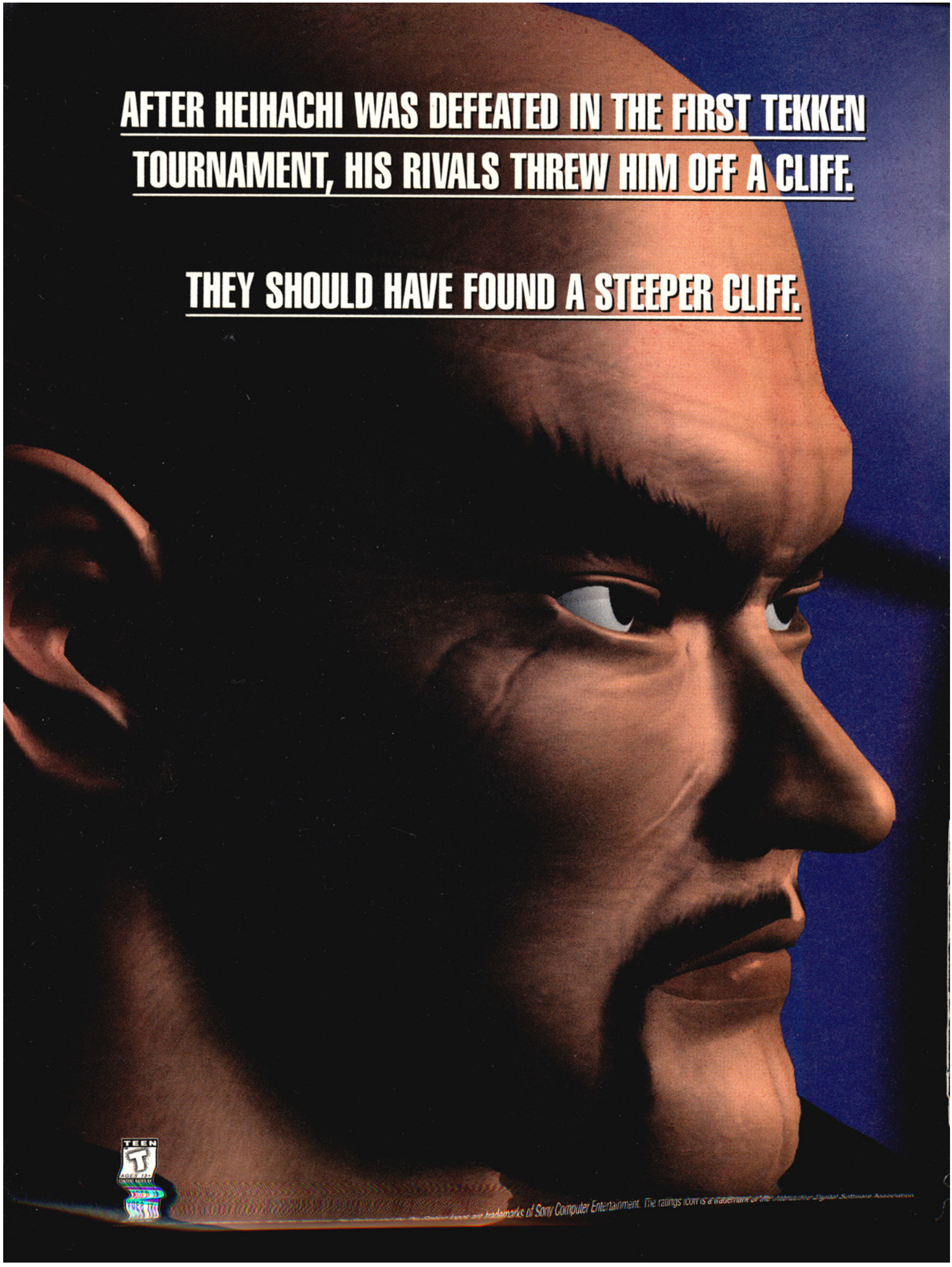
AFTER HEIHACHI WAS DEFEATED IN THE FIRST TEKKEN TOURNAMENT, HIS RIVALS THREW HIM OFF A CLIFF.
THEY SHOULD HAVE FOUND A STEEPER CLIFF.
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS — GAMEPRO READERS SPEAK OUT

For over a year now, many video gamers have felt betrayed by Sega. *GamePro* has received hundreds of angry letters from Genesis, Game Gear, Sega CD, 32X, and 32X CD owners who feel abandoned by a company that should've known better than to make systems it couldn't support with games. Trusting gamers faithfully bought Sega systems, only to find out that some systems (the 32X and 32X CD) were quickly killed, and others (the Sega CD, Genesis, and Game Gear) would die slow deaths. At *GamePro*, we haven't had a single new non-sports Genesis or Game Gear game to review since summer (don't even ask us how long it's been since we saw a 32X game). The result? There are a lot of bitter former Sega fans out there.

Fortunately, Sega may at last be listening to those angry voices because it looks like the company's now focusing on software, not hardware. For example, the long-awaited virtual-reality headset it announced last winter (see "Overseas ProSpects," February) may never come out. We got a response to R.J. Thomas's adjacent letter from Sega spokesperson Terry Tang: "The VR headset is still in development, and it may be a long way off. Sega is still seeing where we can take that technology, but right now we're focusing on new Saturn games." The kicker was her last comment: "Don't expect any new Sega systems for a while."

SEGA WISES UP

That's good, because as Skyler Livezey's letter warns, Sega has a long way to go before they can even think about introducing yet another system to disgruntled gamers. Getting Sonic and Vectorman 2 out for the Genesis by Christmas will help morale, as will making a few more remarkable Saturn games like Nights. And maybe Sega could resurrect Virtua Fighter for the Game Gear while it's at it. Sega needs to make some games to win back the fans who feel ripped off. Atari and 3DO didn't, and look where they ended up.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA

GAMES 'N' GEAR

Whatever happened to Sega's virtual-reality headset? Did it ever come out?

R.J. Thomas
South Lyon, MI

Captain Cameron replies:

It hasn't come out yet, and it may not. See our adjacent editorial for more on the subject of this headset and other Sega products.

This is a wake-up call for Saturn owners. When I was in my local Good Guys store recently, I noticed that all the Saturn games were very cheap. Gex was only $15, and the new Panzer Dragoon 2 Zwei was just $30. The employees told me that they're clearing out Saturn games to make room for the N64. Sounds like the early signs of a system's demise to me.

Skyler Livezey
Indianola, WA

Coach Kyle replies:

Don't pull the plug on the Saturn yet! There's still hope that Sega will turn it around, especially since the company's got a whole new executive team running things now (see "ProNews," October).

I was hoping the N64 would have a pack-in game, but it turns out I have to spend an extra $70 for a game to play. That means having the system and one game to play will cost $270, with a second controller costing another $25. That's a ripoff! Nintendo was saying that it would keep the price low, but now it seems unaffordable for everyone.

Karl Meyer
Internet

Doctor Devon replies:

You're right about those extra costs adding up quickly, but you're wrong about the system being unaffordable for everyone, since the system sold out immediately. And we're guessing that virtually everyone who paid $70 is glad that they bought what is clearly one of the very best video games ever made.

I'm writing to agree with Brian Barnett's letter in your June issue. I think a CFL game would be great. Here are some other leagues that should have video games:

- Arena Football
- NCAA Hockey
- NCAA Baseball
- Localized high school football and basketball
- NFL Mascot Fighting Game

Jim O'Conner
Hoffman Estates, IL

Coach Kyle replies:

Good ideas, especially that mascot fighter. Maybe team cheerleaders could be hidden characters for a tag-team match. Actually, an Arena Football game from a new company called V-Real Interactive was supposed to be in the works a few years ago, but we haven't heard anything about it (or them) for a long time. As for the others, don't hold your breath, because one of the reasons companies make sports games is to cash in on the draw of big-time sports names like Joe Montana and Charles Barkley; there simply aren't any nationally known high school stars, college baseball players, or college hockey players who would attract a lot of gamers.

The Magazine Biz

On page 100 of your May issue, you show T.J. Combo's Ultimate Combo from KI2. Under it is a caption that reads, "So you wanna go to da moon, Alice?" What does that mean?

Matt Huett
Beech Grove, IN

Bruised Lee replies:

That line is a reference to one of the classic TV shows of all time, The Honeymooners. *In it, Ralph Kramden used to jokingly threaten his wife, Alice, with a punch that would send her "to da moon."*

We're Not Perfekt

You gave Game Genie codes for Aaahh!! Real Monsters for the SNES in your August issue (see "Game Enhancers," page 120). But I could not get them to work. What went wrong?

Aaron Hall
San Diego, CA

Major Mike replies:

Oops, someone must've let the Typo Monster out of his cage. Those codes were for the Genesis game, not the SNES version.

We jumped the gun in September by showing a screen of Twisted Metal 2 on the cover when the game wasn't previewed in that issue. Look for TM 2's preview in this issue.

Celebrity Circle

Shoko Tani of Kanagawa, Japan, wants to reach Byron Mann, the actor who played Ryu in *Street Fighter: The Movie*. Reach Ryu at this address:

Byron Mann
c/o The Stone Manners Agency
8091 Selma Ave.
Los Angeles, CA 90046

Art Attack

Pick of the Month

Exxon Lehardi
East Java, Indonesia

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Macomb Township, MI

Nicole Steger, Orlando, FL

Unduh Panatha Nauni
Cache, OK

Eddie Serrano
Brownsville, TX

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

BUYERS BEWARE

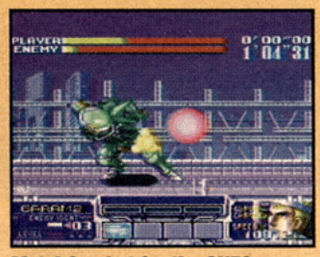
By The Watch Dog

Before your faithful Watch Dog settles down with some turkey-flavored Bonz for Thanksgiving, followed by a long nap while all those holiday specials are on TV, let's get to these questions from concerned consumers.

Q: A few years ago I bought the SNES SuperScope with the understanding that there would be new games for it. Where are they? Is Nintendo making any new SuperScope games?

Denver Tangonan
Saipan, MP

A: **The Watch Dog scoped out the answer:** No company is making SuperScope games anymore, but back in '93 and '94 several companies, including Nintendo, released some pretty good SuperScope shooters, notably Yoshi's Safari, Metal Combat: Falcon's Revenge, and TinStar. The other SuperScope games were Battle Clash, Bazooka Blitzkreig, Lazer Blazer Blasterus, Hunt for Red October, Lamborghini American Challenge, Operation Thunderbolt, T2: The Arcade Game, and X-Zone. Many of these game will be hard to find since they're all over two years old and are no longer manufactured. However, Nintendo does have some of these titles still in stock and they can be ordered over the phone. Call 800/255-3700.



Metal Combat for the SNES was one of the best SuperScope shooters; it earned a 4.5 FunFactor in the May '94 issue.

You Make the Call

Having problems with hardware or software from Nintendo, Sega, or Sony? Here are the customer-service numbers to call:

Nintendo:	800/255-3700
Sega:	800/733-7288
Sony:	800/345-7669

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@iftw.com

Q: Whenever I buy video games, they come with registration cards I'm supposed to fill out and mail in. What are these for?

Steven Schiesl
Sheridan, OR

A: **Laurie Thornton Neff, the public relations manager at BMG Interactive, responds:** It depends on the company, but usually the information on registration cards is placed in a database. When a company has a special offer or a new product coming out, it might send some kind of mailing to everybody in the database. For example, Capcom used to send out a newsletter listing current games and announcing upcoming titles. Registration cards also help when a customer calls in with a complaint about a game, because we'll know information such as when and where they bought it.

Occasionally companies might trade or sell their lists of customers, which explains why you might receive info from a company whose games you've never bought, but that practice isn't too widespread.

Q: I have the Japanese wrestling game for the PlayStation called Touken Retsuden. It's great, but unfortunately the instructions are in Japanese. Can I get an English translation of the manual?

Terry Ward
Lakewood, OH

A: **The Watch Dog says:** You should be able to soon. Over the summer Activision bought the rights to Touken Retsuden, the top-selling wrestling game in Japan. Activision has been working with Tomy to produce an American version, complete with an English-language manual, for the PlayStation by the end of the year. Call Activision's customer support line at 310/479-5644 for info about the new manual. They have replacement manuals for their other games, so they may also sell this one separately. Or call Activision's hint line to see if they have any game help available yet (900/680-4468).

Fallin' for Touken Retsuden

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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Launch Surprises: Nintendo Cuts Price of N64, Drops Cruis'n USA as Launch Title

August rumors became September reality when **Nintendo** slashed $50 off the price of its new **Nintendo 64** system just in time for the North American launch on September 29. The new $199.95 price brought the N64 in line with its main competitors, the 32-bit **Sony PlayStation** and **Sega Saturn**, both of which cut their prices last May.

The $200 price tag had been a strong Internet rumor for about a month as reports swirled through the industry that the system wasn't living up to Nintendo's sales expectations in Japan, where supposedly many unsold N64s were still sitting on store shelves. Nintendo was quick to deny those rumors and even went so far as to say that the company was revising its sales figures *upward*, not downward. Still, the last-minute price cut did suggest that Nintendo was nervous about the reception the N64 would receive in North America.

The other launch surprise was the sudden disappearance of Cruis'n USA from the short list of launch titles. As late as mid-August, Nintendo was still maintaining that Cruis'n would be one of three $70 games available on September 29 (along with Super Mario 64 and Pilotwings 64). However, the finished game evidently didn't meet Nintendo's standards; according to an inside source, the game was returned to Williams for some "retooling." With Cruis'n looking more like a November/December title, MK Trilogy and Turok: Dinosaur Hunter were tentatively moved up on the schedule as likely October releases.

It took Sega approximately 300 days (from mid-May '95 to mid-March '96) to sell a half-million Saturns; it took Sony approximately 90 days (from Sept. 9, 1995 to early December '95) to sell the same number of PlayStations; and it took Nintendo all of one day (Sept. 29, 1996) to hit the 500,000 mark with the N64.

Inside Scoop

GAMEPRO TV

- If you have the Sportschannel on your TV, then you've gotta check out "**GamePro TV**," a hot new video game show that made its debut in September. Video game reviews, previews, and stories mix with looks at all the hottest games. Check your local cable TV listings for times.

- More for the **N64: Interplay**'s already part of the Dream Team working on **Ultra Descent** for the Nintendo 64; now it's announced its second N64 title. Look for **ClayFighter 3** in late 1997. Also in the works is **War Gods**, a 1997 N64 title from **Williams**. Finally, the industry buzz says that **Monster Dunk** from **Mindscape** is extremely unlikely as a December release and may not surface for some time.

- New info has been unearthed about **DreamWorks Interactive's Jurassic Park: The Lost Continent** for PlayStation and PC. In the PSX version, gamers will play five characters: three dinosaurs (compthagnosus, velociraptor, and tyrannosaurus rex) and two humans (good human and bad human). The PlayStation game's story line will not mirror those of the movie or the novel beyond some similar characters and situations. The PC game will be totally different from the PSX version, with a story line that takes place after the events depicted in the flick. The PlayStation game is scheduled to release at the same time as the Steven Spielberg-produced movie early next summer; the PC version will come out around Christmas '97.

- Gamers wondering where **Square** is heading now have their answer: Hollywood. The Japanese software company famous for its RPGs is going to start making **movies** via its new U.S. subsidiary, Square L.A. The moviemakers at Square L.A. will mainly be engineers and computer graphics experts who will work on 3D computer graphics for movies that are probably about three years away. Not that Square is abandoning games: Company officials said that their future software would benefit from this filmmaking experience, although they didn't specify how.

AOL **Hot News from GamePro Online** WEB

America Online users can now get daily game news updates. Use the keyword GAMEPRO to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at http://www.gamepro.com.

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Like Sega, Sony Changes Top Execs

These aren't safe times for the video game industry's most powerful executives. Following hard on the heels of **Sega**'s massive changes at the top (see "ProNews," October), in July **Sony Computer Entertainment of America** (SCEA) let go two of the biggest names on its management team, executive vice presidents Jim Whims and Angelo Pezzani. Whims and Pezzani were among those credited with successfully guiding the Sony PlayStation to its current number-one sales position among next-generation systems in North America.

A group of SCEA insiders took over for Whims and Pezzani. SCEA Chairman Shigeo Maruyama gets the additional title of chief executive officer, Operations V.P. Kazuo Hirai moves up to executive vice president-chief operations officer, and Jack Tretton assumes Pezzani's responsibilities as vice president sales (a title he already holds). The only immediate change in the company's marketing strategy for the **PlayStation** was a price cut to $39.99 for some of the games, including Twisted Metal, NFL GameDay, and Destruction Derby.

No other immediate changes are expected for the PlayStation, because the system has been performing well in the marketplace since its September 9, 1995 launch. It has been outselling the **Saturn** by at least a two-to-one margin and is now being played in over 1.5 million U.S. homes. The PlayStation beat Sega to the $199 price tag, and its lineup of games through the rest of the year seems to assure a successful future. In fact, an independent research firm, DFC Intelligence, predicts that the PlayStation will continue to sell strongly and will be in 10 million U.S. homes by the year 2000.

At Sony, it's "Game Over" for Jim Whims...

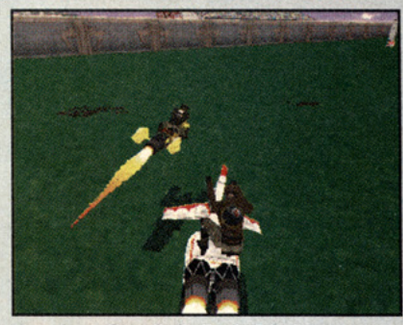
...and "Start Game" for new CEO Shigeo Maruyama.

Such good news for SCEA and the PlayStation made the sudden departure of Whims and Pezzani even more shocking. The video game industry, however, should be used to SCEA's willingness to make changes at the top. Former president Steve Race was fired a month before the PlayStation launched last year, and his replacement, Martin Homlish, left five months later, to be followed by Whims and Pezzani after seven months. For Sony, change isn't just inevitable, it seems to be semi-annual.

Sega Busy Behind the Scenes

While it didn't launch a new system or fire a top executive this month, **Sega** did make its share of news. First, new Sega PC games came closer to becoming a reality when Sega Entertainment, a U.S. affiliate of Sega Enterprises Ltd. and **Softbank Corp.**, announced it is teaming up with **NEC Electronics Inc.**, the U.S. affiliate of NEC Corp., to co-develop PC games. The games will be released in several languages for global distribution. The companies' joint PC games will use PowerVR technology, a new three-dimensional graphics technology co-created by NEC and VideoLogic Inc.

Late in the summer **SegaSoft**, the independent software developer spun off from Sega, bought the publishing rights to four **Rocket Science** games: Rocket Jockey, Obsidian, Space Bar, and an untitled new game. These will all be available for PCs, but the real news is that Rocket Jockey will also be coming to the PlayStation. This is the first time a SegaSoft game has been adapted for the main rival of the Sega Saturn. The PC games are coming by November, while the Rocket Jockey PlayStation game is due in early spring. Rocket Science, meanwhile, will now focus exclusively on product development.



New from SegaSoft: Rocket Science's Rocket Jockey...for the PlayStation!

Finally, SegaSoft has decided to link all its action games under one brand name: **Jack Hammer**. The Jack Hammer brand will be used for SegaSoft's action titles like Three Dirty Dwarves (Saturn and PC), MetalWerks (PC), and Emperor of the Fading Suns (PC), all due out by Christmas. Earlier SegaSoft had created the Trampoline brand name for educational games for pre-teens. G

News Bits

- Guess who's coming to the silver screen? **Vectorman! Sega** has inked a deal that enables **Ideal Entertainment** to start working on a Vectorman movie that will have computer graphics similar to those in the film *Toy Story*. Contributing to the visuals will be some of the special-effects people from *Independence Day*. Expect announcements soon about celebrity voices for the V-man flick, which should hit theatres late in 1997.

- Guess who's coming to Saturday-morning breakfast? **Lancit Media Productions** and **Columbia TriStar** are teaming up to create a new half-hour animated series based on the video game **Lemmings**. The show is being readied for a fall 1997 premiere. Since debuting in 1991, the Lemmings video games have registered worldwide sales of more than 3.5 million units to become one of the all-time top-selling games.

- **Resident Evil** continues to shred the sales competition. Late in the summer the **PlayStation** thriller shot past the 1 million mark in sales amid confident reports that the game would hit the 2 million mark by Christmas, spurred on by several **Capcom** promotions and contests. Since its release last spring, RE has been the number-one selling **PlayStation** game.

- The **1996 SIMBA Game Player Survey** is in, and the results are surprising. According to an online survey of more than 2000 gamers, 36 percent of gamers are 25 or older, and shoot-em-up games are the favorite genre. This research contrasts other data that shows the vast majority of gamers are teenage boys who love fighting games. If software companies follow the SIMBA research, then expect more free demos in the future: The survey said that most gamers who receive a free demo of a game end up buying the full version later. SIMBA Information, by the way, is a company that does analysis of the media and high-tech products and services (`http://www.simbanet.com`).

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Online Games Are Online!

Online gaming is here for PC power players! Here's a look at some hot Internet gaming services and what they have to offer.

By The Whizz

We are not alone. Multiplayer gaming is the big thing happening on the Net, even if, at this stage, PC gamers rule.

If you have the PC hardware, it's relatively easy to get started with a service such as MPlayer or Engage, where you'll encounter hundreds of competitors coming at you in hot games such as Duke Nukem 3D and Quake. Some PC games integrate software so that you can connect directly to an online service. Online game services also make available shareware versions of games that you can download.

Online gaming Web sites are growing fast. Get connected to all the sites listed here, and you can challenge the world.

DWANGO

Web: http://www.dwango.com; phone: 713/467-0405

When online gamers look back on where it all began, many think of DWANGO first. DWANGO blasted its way onto the Internet with Doom and has been growing ever since. Players connect via game software to a common server where they can chat and play Death Matches. The company has 24 game servers throughout the U.S. and Canada, and it recently installed its first server in Tokyo.

XBand

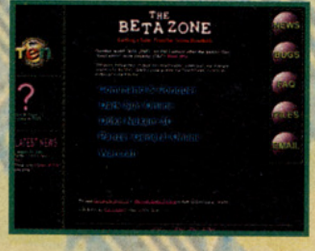
Web: http://www.xband.com; phone: 408/777-1500

XBand has led the charge for online gaming via consoles with its Super NES and Genesis modems. Now XBand has expanded into PC games. In addition to online gameplay, XBand PC also regularly sponsors tournaments for popular games, such as NBA Live '96.

Total Entertainment Network (TEN)

Web: http://www.ten.net.com; phone: 800/804-0836

TEN is almost like a full-service Internet service provider.



In fact, TEN's front-end software has Netscape Navigator embedded into it. Gamers, however, can connect either through their own Internet provider or through one of TEN's nationwide access numbers, which are supported by the Concentric Network.

MPlayer

Web: http://www.mplayer.com; phone: 408/342-8800

MPlayer offers several imaginative ways for you to interact with your fellow gamers online. The service features real-time, two-way voice conversation, which it calls Voice Conferencing. It also features a text chat area and Scribble Talk, which provides basic drawing tools so teams can map out strategies.

Engage Games Online

Web: http://www.gamesonline.com; phone: 714/752-5510

Engage offers a variety of gaming experiences from high-end multiplayer action to less-intense fare for non-gamers. Like TEN, Engage will be able to provide access in addition to the Internet, with connectivity through such services as the Concentric Network and Time Warner Fuller Service Network. Additionally, Engage games will be available through commercial online services, such as America Online and Prodigy. G

What You Need To Play

You can either purchase a game off the shelf or you can download special shareware games. Some services also require special access software (called client software or game enabler software), which you can download from the Web site. Hardware requirements are basic. 486 PC owners should upgrade to a Pentium and install Windows 95 to play on advanced services such as TEN and MPlayer.

Basic System Requirements:

- Pentium Processor
- Windows 95
- 8 MB RAM (16 MB highly recommended)
- 14.4-baud modem (28.8 modem highly recommended)

Recommended: 16-bit sound card supporting Win 95

BLOW UP COWS, EAT GOLDFISH, THEN GO TO HELL.

This is the bizarre world of Baldies. A world that you build and where lunacy reigns. The idea? Destroy the nasty little hairy guys before they destroy you–the Baldies. 15 devilishly clever weapons, 100 intense levels, hidden and bonus rounds, hot action graphics in five weird worlds (hell included). And it's the only multi-player, extended-play game with a chrome dome crew. Warning: May cause permanent hair loss.

Baldies™

TOTALLY DEMENTED ACTION FOR PEOPLE WHO THINK.

PLAY in n ONLINE!
http://www.inngames.com

CD ROM
Both DOS and Windows 95 included.

Panasonic®
Interactive Media
http://www.panasonic.com/cool/

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GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online's World Wide Web site and America Online area

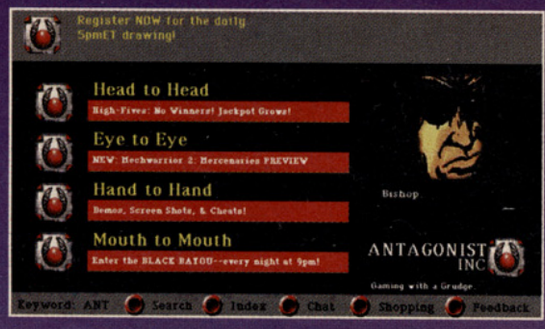
By The Net Nut

GamePro magazine races along on America Online (keyword: **gamepro**) and the World Wide Web (**http://www.gamepro.com**) every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworlds.

your ULTIMATE online source for game information

AOL

New AOL Game Site



Games and attitude are found at Antagonist, Inc.

The makers of the comedy pit stop Hecklers Online have just launched their latest AOL creation, Antagonist, Inc. (keyword: Ant). Antagonist, Inc. dishes out gaming news, reviews, shareware, message boards, different ways to vote for your favorite games, and daily gaming forums. Everything's done with an edgy, dangerous attitude—in fact Antagonist, Inc. is being publicized as a "dark digital mosh-pit."

The games themselves are as fun as your tolerance for insults is high. In other words, if you don't mind being periodically ridiculed, you can get into the spirit and strut your intellectual stuff.

Antagonist Trivia really tests your knowledge and isn't for younger gamers. You can team up for a group grudge match, or figure out the historical clues of the Chain Reaction game. High Five is a Lotto-like numbers game. Carnival is a nightly collection of live chat games, and Submissions is a graphical contest that changes every day. Prizes are usually free AOL hours. Afterwards, do some trash-talking of your own in the Mouth to Mouth message boards and chat rooms. If late-night club-crawling and intellectualizing is your thang, you might want to become a game-playing Army Ant at Antagonist, Inc.

Disturbing graphics punctuate the Antagonist site.

AOL

Glossary of America Online Terms

Online Clock—Time sure seems to slip away once you start amblin' through AOL. Keep track of how long you've been online (and thus how much money you've spent) by clicking on the Go To option in the top menu bar and scrolling down to Online Clock.

WEB AOL

AOL and Web News

AOL's Zombie Detective is on the case. Go to the Web site (http://www.zombiedetective.com) to play crazy Zombie games.

• Let's see, everything that's in a newspaper, like sports, weather, and news, can be found online. Everything except daily comic strips, right? Wrong! Over the summer America Online launched Zombie Detective, the first daily online comic strip.

Not only does the strip have original graphics and music, it's got something you won't find in newspapers: interactivity. Users can leave clues on the detective's answering machine, design the billboards that appear in the strip, chat with other Zombieholics, and even appear as "extras." Go to the keyword Zombie to start sleuthing zombie-style.

If politics is your game, the Inaugural Bowl may be your ticket to D.C.

• In this month of presidential politics, interested gamers may want to investigate the trivia game called the Inaugural Bowl. Located at the PoliticsNow Web site (**http://www.politicsnow.com**), the game gives players who can answer a variety of political questions a chance to win a $3500 trip to Washington D.C. for the January Inauguration. Hurry, because the game ends November 1, 1996.

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@iftw.com

Explore the Universe of GAMEPRO ONLINE

On The WEB

http://www.gamepro.com

Hot This Month...

Tekken 2
- Complete move lists, strategies, and cheats
- Plus, dedicated Message Board

Sports Pages
- More in-depth coverage of individual sports and sports games

PC Games
- More PC previews and demos on the hottest new games

Plus, check for daily game industry news updates, the latest game tips, tactics, and strategies, and more.

Special Interest Groups
- Fighter's Edge
- PC GamePro
- SWAT
- Sports Pages
- Role Player's Realm

Web Links
- to Over 800 Game-Related Companies and Sites

Message Boards

GamePro Magazine
- current and archived issues

Daily Game Industry News

Special Features on the Game Industry

Library
- game demos, screens, FAQ's, and more

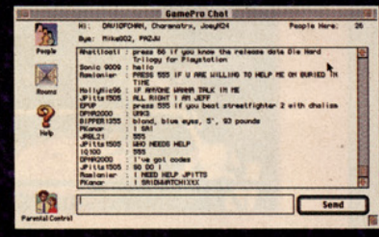
America Online

Keyword: GamePro

Visit GamePro on America Online and check out:

Chat rooms
- live conversation with other gamers

Talk with a GamePro editor
- weekday afternoons at 4:30 p.m. PST in the chat room



Message Boards
- posted comments and tips

File Vault
- game-related info, including FAQs

Archives
- current and back issues of GamePro

Guest Conferences
- meet experts like MK 3's Ed Boon

Hot News
- posted daily, this is industry news as it happens

Call AOL to get connected

1-800-714-8100

New Japan Pro Wrestling: Touken Retsuden

PlayStation

By Johnny Ballgame

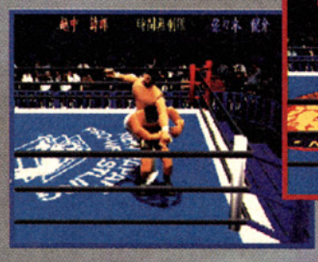
Graphics

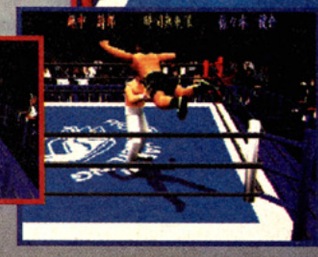
Amazingly detailed mat maneuvers not only show the complexity of each hold, but the excruciating pain it inflicts upon the recipient as he grinds in agony and tries to wrench free. Pound your opponent's head into the turnbuckle and his face turns into a bloody mess, or taunt your foe and get the crowd behind you, which then enables you to perform hidden moves unique to each wrestler.

Wrestling fans, rejoice! Activision is bringing Touken Retsuden to the states this fall.

FunFactor

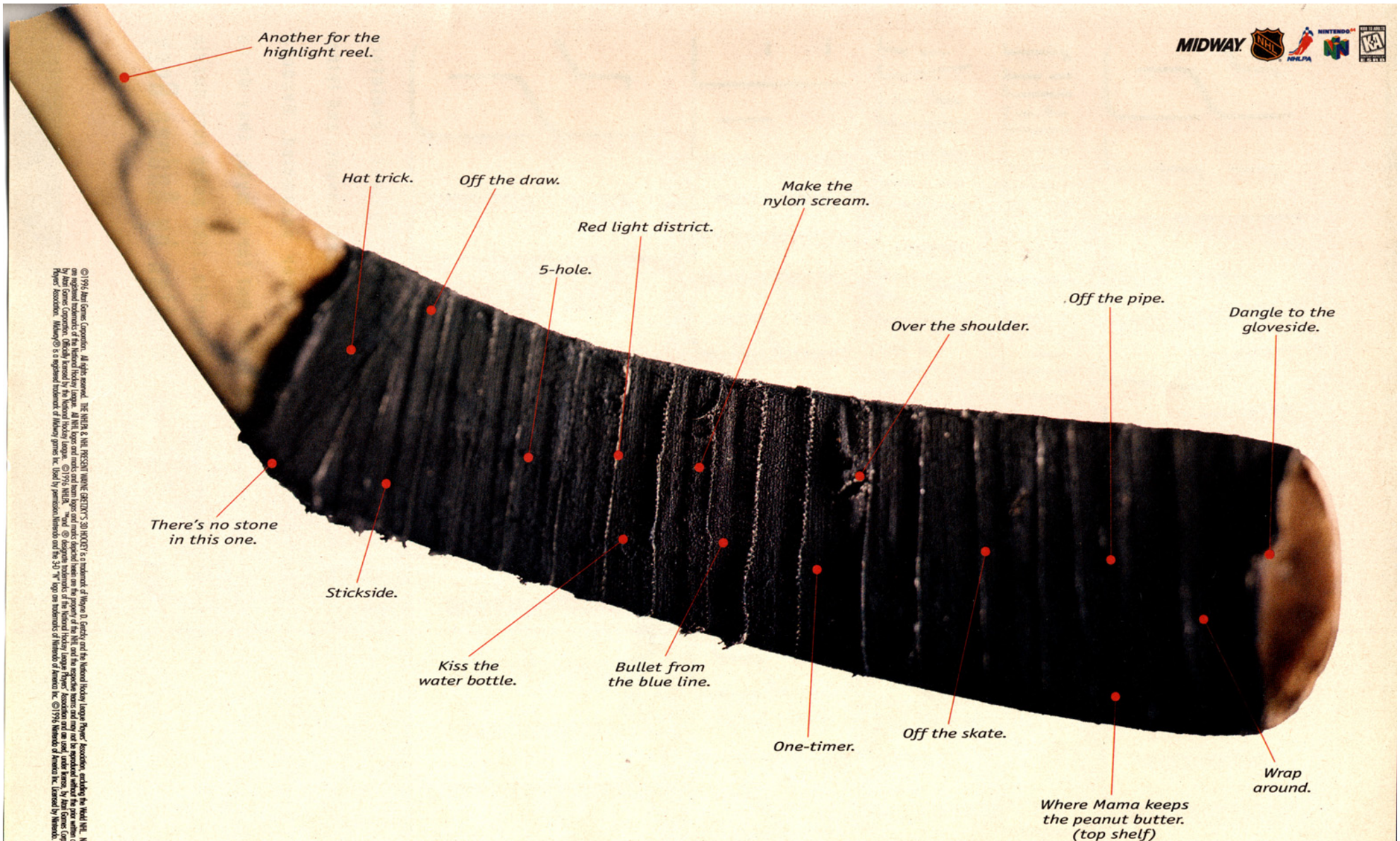
The undisputed champion of wrestling action, Touken Retsuden power-slams and pins the competition. Even non-wrestling fans will enjoy the combination of fast, mind-blowing mat action and the tremendous depth of moves and strategy involved. Moonsaults, reverse neckbreakers, camel clutches—they're all here, along with just about every other hold imaginable. Whatcha gonna do when New Japan Pro Wrestling runs wild on you?





Holds & Headlocks

Twelve selectable wrestlers, from Jyushin "Thunder" Lyger to Hiroyoshi Tenzan, along with four hidden grapplers, including The Great Muta, give you plenty of might to choose from. Vicious submission holds like the Figure Four and the Scorpion Death Lock, as well as insane barbarism like DDTs off the top rope and backflips onto opponents outside the ring, make you stand up and cheer for wrestling at its finest.



WAYNE IS IN THE DETAILS

The NHLPA & NHL Present WAYNE GRETZKY'S 3D HOCKEY

Wayne puree. Wayne concentrate. Essence du Great One. Call it what you will, this game is 100% pure Gretzky. In 3-D no less. With Wayne's own moves, strategies, and thoughts digitized for future generations. So you can use Wayne's skills plus his brains as you play 3-on-3, 4-on-4, or 5-on-5 against the best in the NHL. It's not just the monster arcade hit coming home, it's the most realistic 3-D hockey game ever. The way Wayne really plays. Fast. Furious. And in 3-D. Amen.

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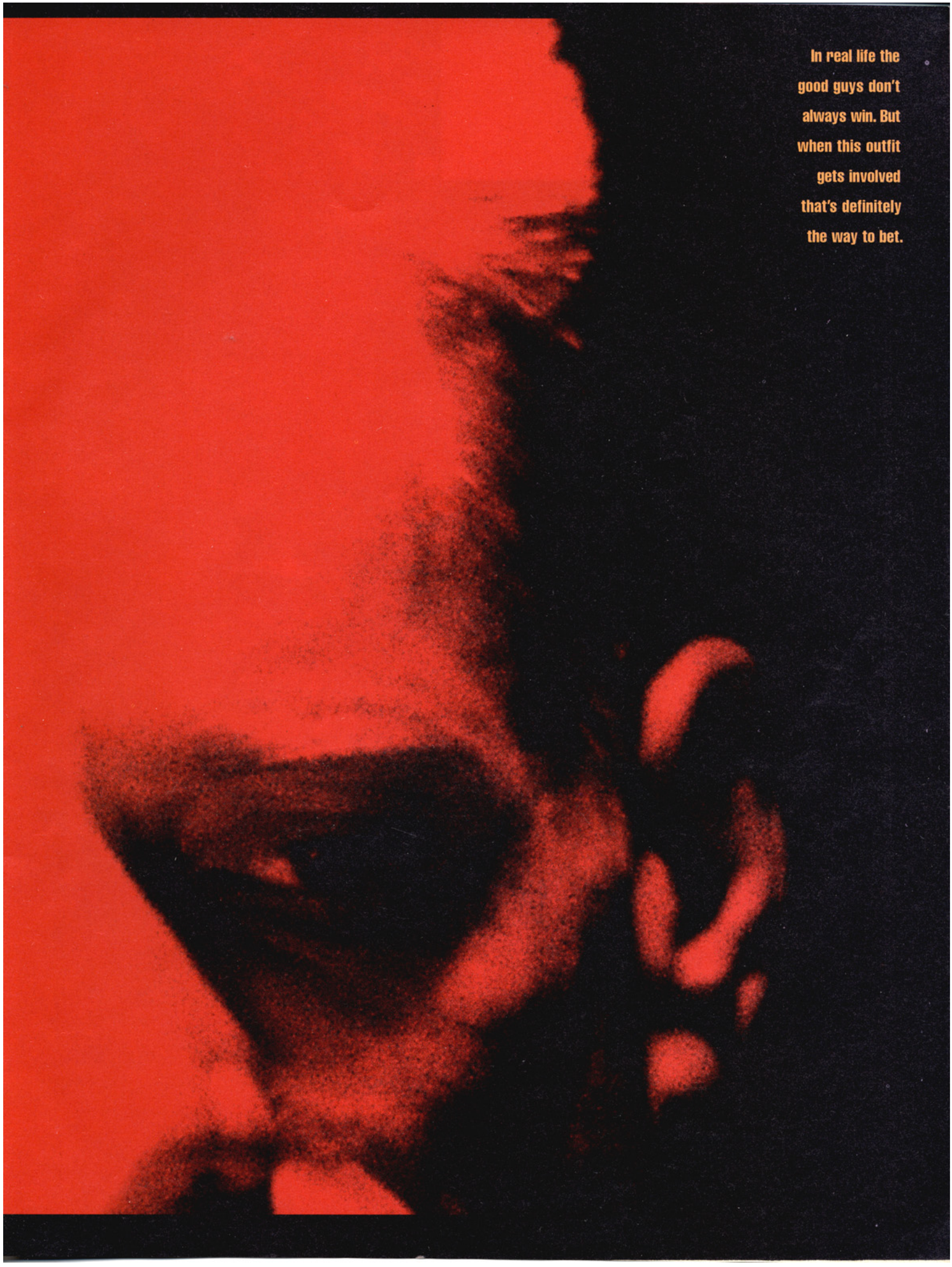
SOME WARS AREN'T SUPPOSED TO BE FOUGHT THAT'S WHEN AMERICA USES INVISIBLE SOLDIERS

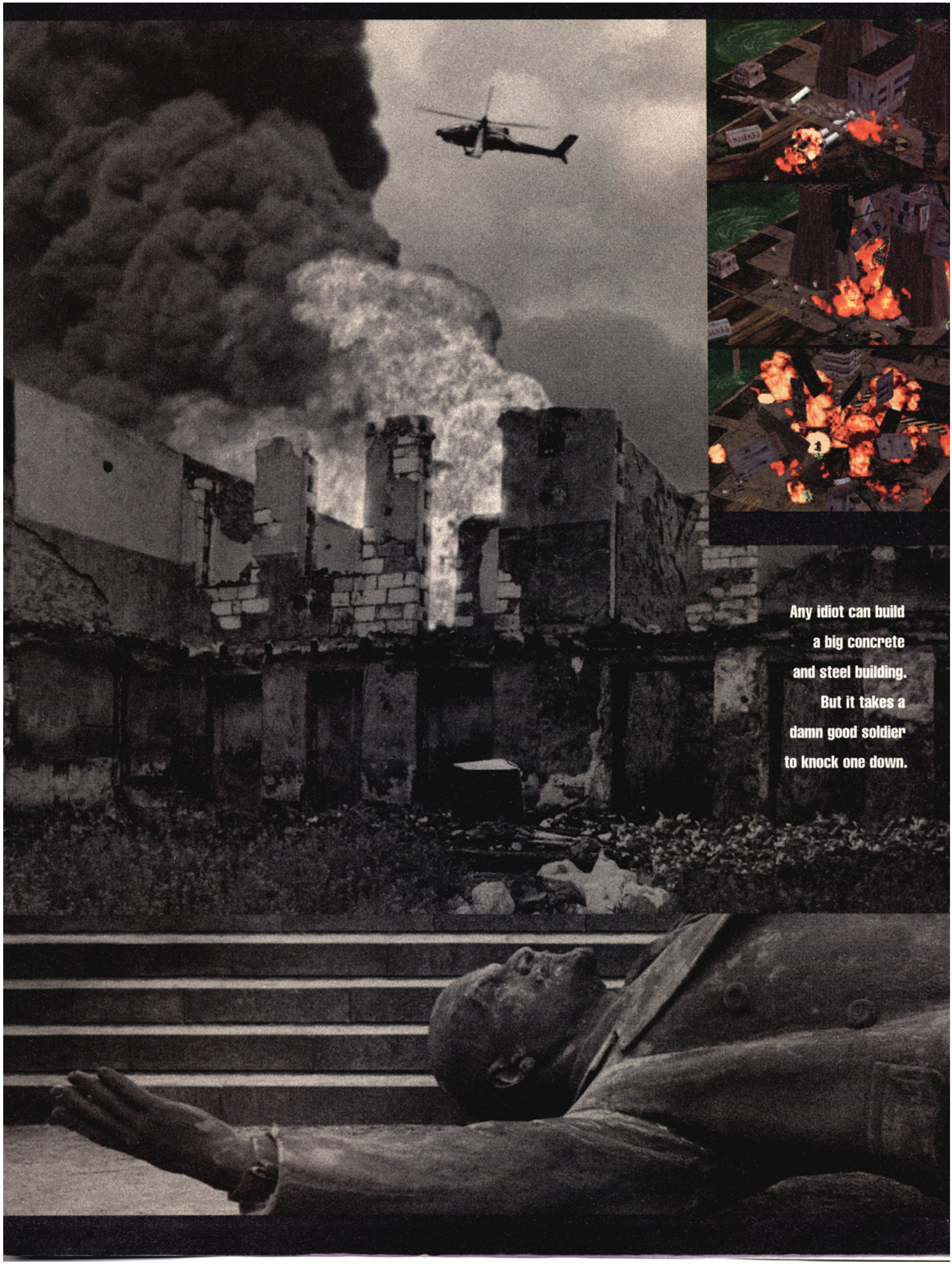
They can get the order to strike anywhere. Anytime. Against absolutely anyone. They don't have names or faces but are the most fearless, covert, and lethal military task force ever assembled. Or should I say, never assembled. Because according to all official channels, they don't even exist. But for a myth, they do an important job. Things the regular military could never handle. Like going into Russia to make sure the Cold War doesn't heat up again.

Written by Andrea Grey


In real life the
good guys don't
always win. But
when this outfit
gets involved
that's definitely
the way to bet.

This unit has a very simple approach: never leave a place the way they found it.

These guys attack with surgical precision. The only difference between them and a surgeon, however, is that no one comes out of their operation alive.


Any idiot can build
a big concrete
and steel building.
But it takes a
damn good soldier
to knock one down.

With sophisticated satellite mapping and strike-net intelligence, the unit gets a clear view of the battlefield.

In any other line of work you learn from your mistakes. You can imagine why that doesn't apply to these guys.

TEEN T AGES 13+ CONTENT RATED BY ESRB

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Customized Apache assault chopper. Hellfire missiles. Chainguns. For an outfit that's not even supposed to exist, they're equipped with our military's most lethal weapons.
SOVIET STRIKE™
FROM THE CREATORS OF THE DESERT STRIKE TRILOGY
www.strike-net.com
Coming Soon
PlayStation
ELECTRONIC ARTS®

SPECIAL FEATURE

Nintendo 64:

You got your N64, now you're wondering: Where are the hot games? Here Star Wars: Shadows of the Empire, Killer Instinct Gold, Robotech,

STAR WARS SHADOWS OF THE EMPIRE

HANDS-ON

Nintendo 64

By Bro' Buzz

Star Wars

The preview cart's graphics were a knockout! The *Star Wars* universe was beautifully rendered, and obviously LucasArts ensures that fans will find familiar characters, vehicles, and situations. You can switch among behind-the-vehicle, behind-the-character, and first-person views.

Dash to the Rescue

Shadows will be a straightforward action/adventure game that packs a galaxy of gameplay. You'll fly a snowspeeder against Imperial forces on Hoth, then fight a blaster battle on foot with Stormtroopers at Echo Base. Later, you'll race on a swoop bike against a gang of assassins. Shadows even places you in a shooter-style dogfight as you blast TIE fighters and TIE bombers from the gun port of your ship, the Outrider.

Jedi Challenge

Shadows will dish out top-end challenge. The game will consist of 10 locations, which in turn contain several stages each. Although completing the game will require linear progression through the levels, there are multiple pathways through the game. Also, every stage has Challenge Points, which are hidden areas or pathways that test your skills and reward you with power-ups and special items if you successfully complete them.

Developed by Lucas Arts
Published by Nintendo
Available December

The Shadows Story

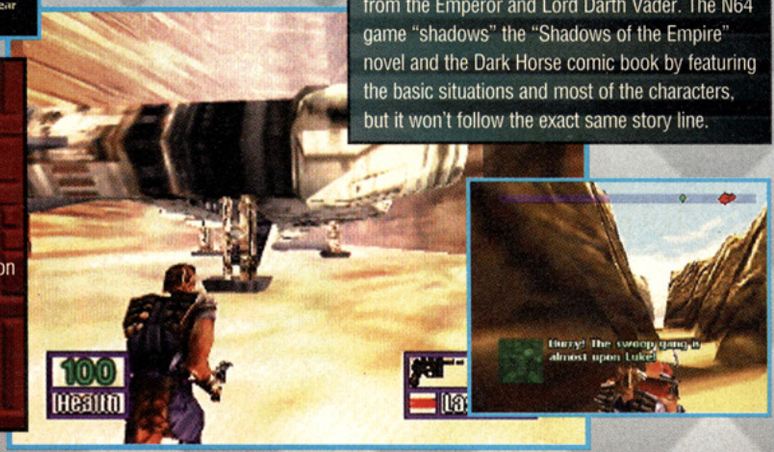
Shadows picks up the *Star Wars* saga immediately following the movie, *The Empire Strikes Back*. Bobba Fett is taking Han (encased in carbonite) to Jabba the Hutt. Leia, Lando, and Chewbacca are hot on Fett's trail. Luke is off perfecting his Jedi skills.

Dash Rendar, a mercenary and smuggler, is on a secret mission to protect Luke Skywalker from bounty hunters employed by the evil Prince Xizor, who seeks to wrest control of the Empire from the Emperor and Lord Darth Vader. The N64 game "shadows" the "Shadows of the Empire" novel and the Dark Horse comic book by featuring the basic situations and most of the characters, but it won't follow the exact same story line.

Shadows' Land

1. Battle of Hoth
2. Escape from Echo Base
3. The Asteroid Field
4. Ord Mantell Junkyard
5. Gall Spaceport
6. Mos Eisley and Beggar's Canyon
7. Imperial Freighter Suprosa
8. Sewers of Imperial City
9. Xizor's Palace
10. Skyhook Battle

***Shadows of the Empire* contains 10 levels, each consisting of several stages.**



Shadows of the Empire* ushers Star Wars *into the N64 era.

What's Next?

they come! Here's an early hands-on look at Turok: Dinosaur Hunter, and Wave Race 64.

The Gold Standard

Although the first Killer rocked the arcades with its fast-paced gameplay and multiple-hit madness, KI2 was more of a strategic outing, trading speed for more intricate combos and defensive maneuvers. Gone were the days of waiting for your opponent to strike—now even defending players could be knocked around. That tradition of challenging the player continues with KI Gold.

Sold on Gold

For KI2 players waiting for a home conversion, and for old KI players who want a deeper challenge, this game is worth its wait in Gold!

HANDS-ON

Nintendo 64

By Scary Larry

Natural Born Killer

Taking its cues from KI2, KI Gold adds new backgrounds (like an abandoned train yard) and includes the character lineup from KI2. This means that some of the characters are gone—like Cinder, Riptor, and Chief Thunder. There are hidden characters, but Nintendo is reticent about naming them.

The game has arcade-quality graphics, and you'll be amazed by the sound and music—it's almost like having the arcade unit at home.

Yes, Sensei

Included is a training mode, which is great for beginning players. It goes through each move and combo for you, then asks you to repeat them. Not as intuitive as Tekken 2's training mode, but helpful.

Developed by Rare
Published by Nintendo
Available December

70% COMPLETE

Killer Control

You can control characters using either the analog or digital control pad. The six-button controller is a blessing in this case, with the quick, medium, and fierce punches and kicks in an arcade layout.

Just as MK Trilogy does with the Mortal Kombat legacy, KI Gold meshes the first Killer with KI2, and throws in an advanced training mode, new backgrounds, and blistering multihit combos. Killer Instinct Gold shines!

TUROK
DINOSAUR HUNTER

HANDS-ON

Nintendo 64

By Scary Larry

Acclaim has developed an original and fascinating corridor shooter that puts all previous games in this genre to sleep. Turok will amaze you with superb graphics and nearly flawless gameplay.

Brutal Blasting

When Acclaim visited *GamePro*, they brought a whole slew of great games with them (see "Acclaim: In Our House," in this issue). Turok was definitely the showstopper. Nuances like finely tuned light-sourcing cap off some great rendered enemies and backgrounds.

Gunning for Glory

Serious grunting and groaning goes on here. Explosions are loud and ear-shattering, and the eerie wail of enemies will haunt you for hours. Even subtle sonic cues, like the flying arrows, are clear.

Developed by Iguana
Published by Acclaim
Available November

60% COMPLETE

Turok Rocks

Turok plays smoothly, with no slowdown. Although switching weapons needs some refinement, this incredible game will still be one of the stars of the N64's first generation of games. We all wondered if Doom 64 would be any match for this shooting juggernaut.

Flex Some 16-Bit Muscle

More Challenges!
Face a life and death hunt to locate six Infinity Gems before Thanos. The fate of the world depends on you.

More Heroes!
Master the brute strength of your favorite Super Hero – Spider-Man, Wolverine, Iron Man, Captain America, and the Incredible Hulk.

More Super-Villains!
Battle fiendish hordes assembled by Thanos, including Blackheart, Dr. Doom and the diabolical evil clones of The Thing, Silver Surfer, Vision and a dozen others.

MARVEL COMICS™

MARVEL SUPER HEROES™ IN WAR OF THE GEMS™

FLEX MORE 16-BIT MUSCLE!
The most powerful collection of Marvel Super Heroes unite to battle a multitude of treacherous villains on your Super NES! It's an incredible action-adventure demanding your skill, cunning and might to defeat the forces of evil and Thanos' quest for power.

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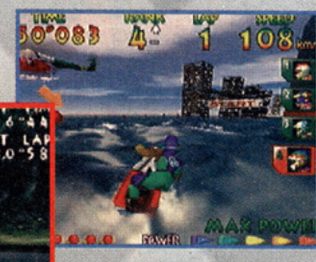
Wave Race 64

HANDS-ON

Nintendo 64

Wave Race blasts across the N64 starting line with addictive jet-ski racing that'll reel in racing buffs in a heartbeat. Gamers choose from four jet skis, then compete against three CPU opponents, the clock, or a bud (in split-screen mode) on six wild tracks. But don't expect a flat pond—you'll slice through churning waters and cliff-like waves on your way to the finish. You can even bag major air off jumps and pull tricks while you're airborne. The outstanding responsiveness of the analog joystick gives you all the tools you need, and spectacular graphics top everything off nicely.—*Air Hendrix*



Developed and published by Nintendo
Available November

80% COMPLETE

Robotech: Crystal Dreams

HANDS-ON

Nintendo 64

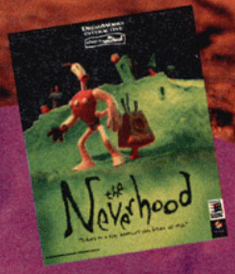
Robotech is shaping up to be one of the most fascinating shooters ever. Based on the Robotech cartoon, the 64-meg Crystal Dreams presents familiar Robotech characters, a detailed story, and more than 30 missions of intense shooting in a huge universe against big, fast enemies. In an exclusive hands-on preview, we were impressed by the responsive controls: Without pausing, you can alter your view all around your ship, and your quick-moving cursor accurately aims your lasers, guided missiles, and multi-targeting missiles that take out several enemies simultaneously. So far, Robotech looks like a shooter's dream.—*Captain Cameron*

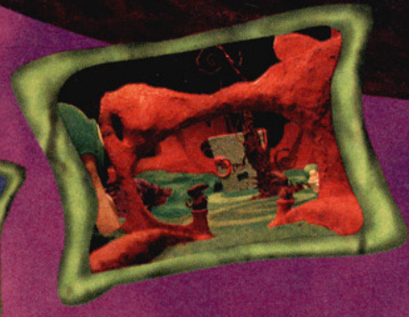
Developed by GameTek
Published by Philips Media
Available January 1997

50% COMPLETE

You're Fighting to protect good and Restore the Rightful King to power.

The Bad News is you're the guy on the right.





"Clever, an utterly different vision and experience from all the lookalike games..."
—NEWSDAY

The good news is you're a lot smarter than the guy on the left. Good thing, considering you'll have to solve more than 60 puzzles in order to succeed in the twisted, clay-animated world of Neverhood. You'll help Klaymen avoid pitfalls, collect clues, and kick a little clay butt. All to defeat the evil Klogg and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.DreamWorksGames.com]

DREAMWORKS INTERACTIVE

the Neverhood™

"Embark on a clay adventure that breaks the mold."

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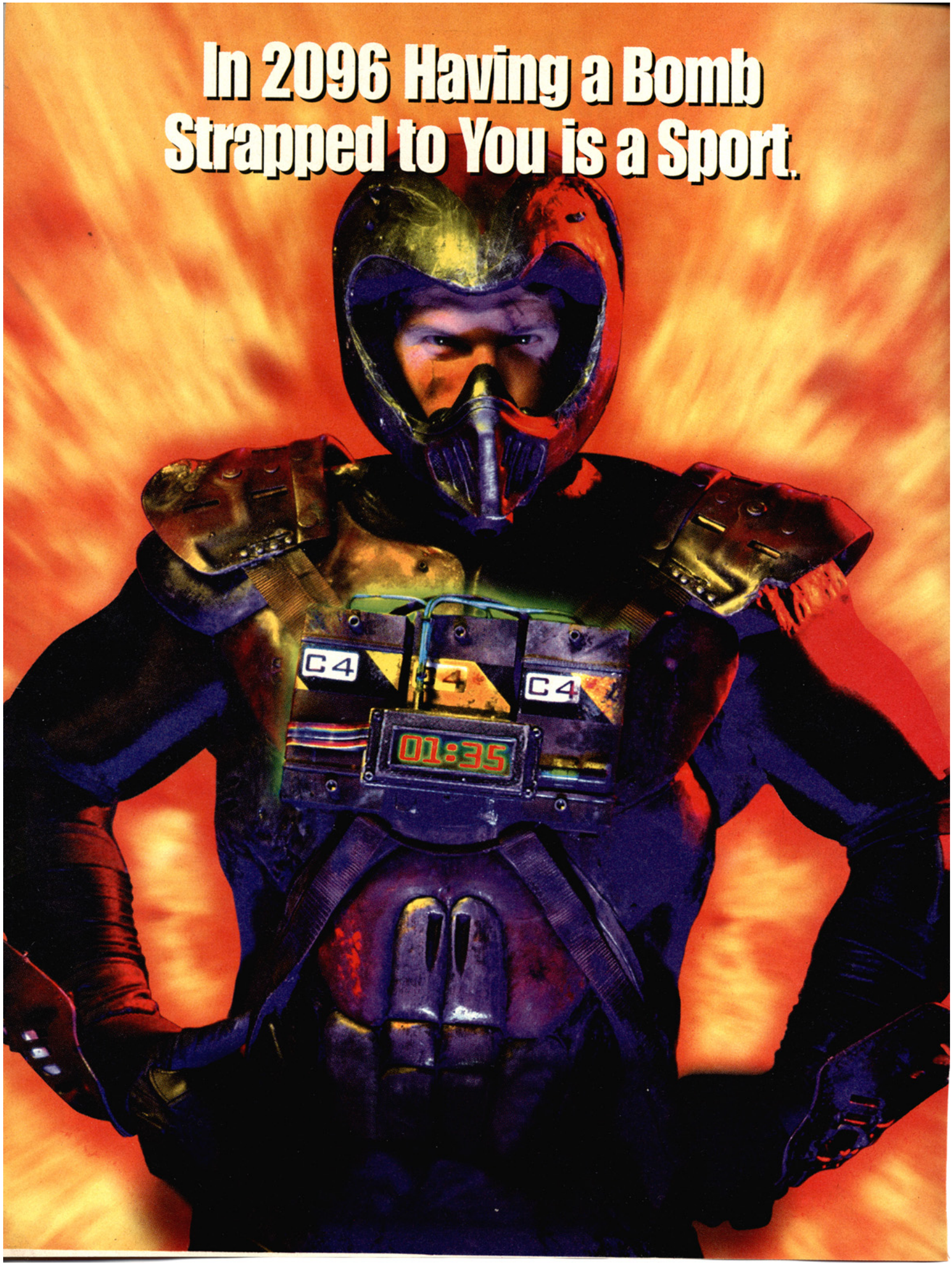

In 2096 Having a Bomb
Strapped to You is a Sport.
C4
C4
C4
01:35

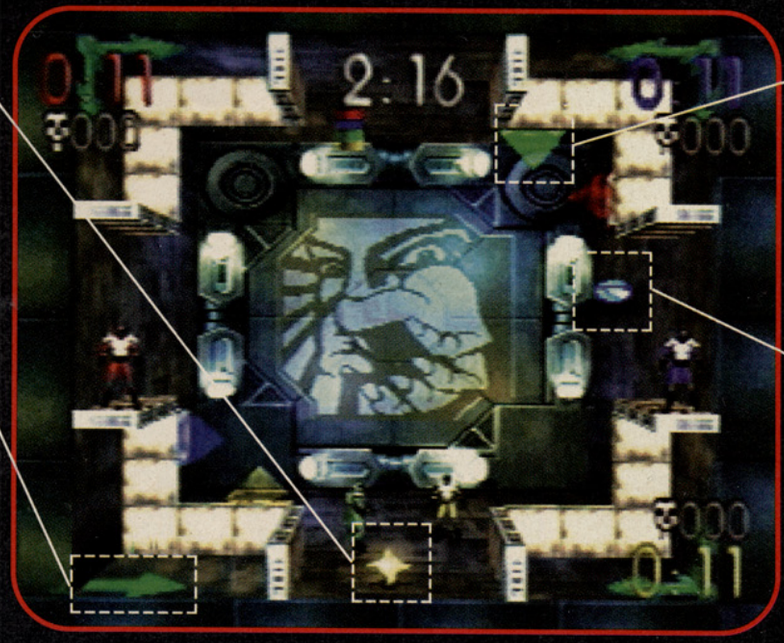
(Want to Play?)

The Crystal

Drop it in your reactor to increase your time.

The Kickers

Kicking these rotates the chamber 90 degrees.



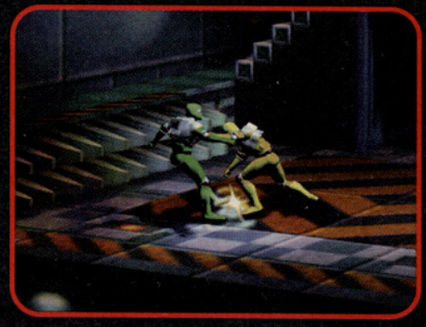
The Reactors

Drop the crystal in an opponent's reactor to drain his Kill-Clock.

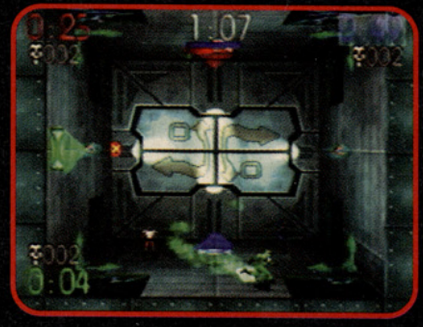
The Power-Ups

Hi-Jumps, Crystal Bombs, Mercuries, Mag Boots & more.

Your arena is a rotating chamber... Turn it left. Turn it right. Turn the wall into a floor.



Your goal is survival... In this multiplayer deathmatch, it's every man for himself.



Your opponent is time... Because when your clock hits zero, you're cooked.

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PlayStation

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KIDS TO ADULTS K-A RATING PENDING ESRB

SEGA SATURN

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NBA HANG TIME

MIDWAY

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BASED ON THE ARCADE HIT!

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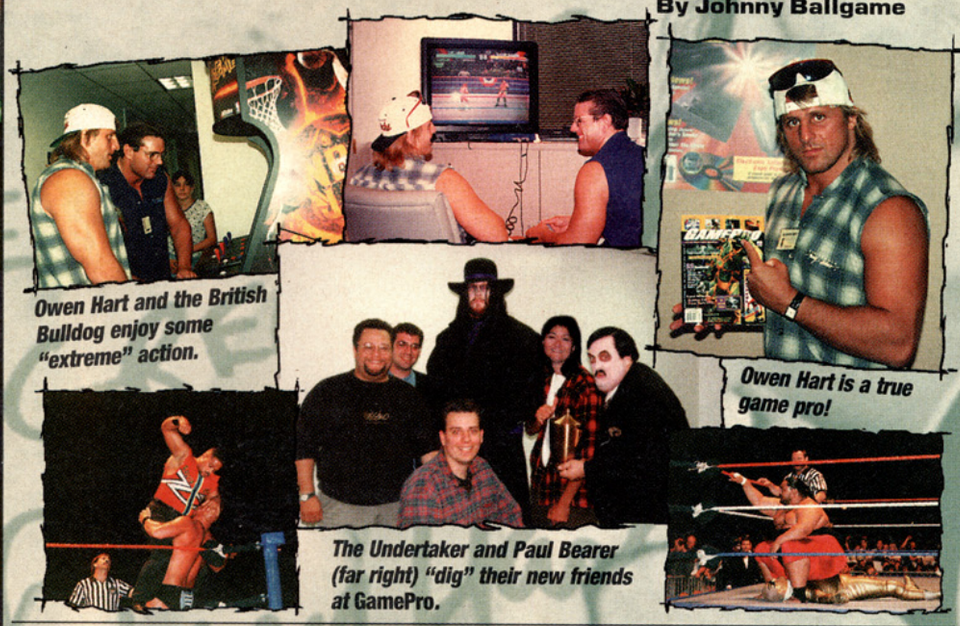
SPECIAL FEATURE

ACCLAIM: In Our House

Acclaim muscles its way into *GamePro* with a couple of muscle-bound WWF guests to show off its holiday lineup.

By Johnny Ballgame



Owen Hart and the British Bulldog enjoy some "extreme" action.

Owen Hart is a true game pro!

The Undertaker and Paul Bearer (far right) "dig" their new friends at GamePro.

The number-one video game magazine in the world met the number-one wrestling organization when Acclaim Entertainment treated *GamePro* editors to a wild two-day, body-slamming adventure with the WWF's Attitude Adjustment Tour.

A night of marvelous mat action (highlighted by matches featuring Yokozuna, Goldust, Shawn Michaels, and Vader) was followed up the next day with a visit by Owen Hart and the British Bulldog (both avid gamers) to *GamePro*'s offices. The 'Pros met the pros as Hart and Bulldog grappled with editors at WWF WrestleMania: The Arcade Game and provided the inside scoop on Acclaim's upcoming masterpiece—WWF: In Your House.

FIRST LOOK

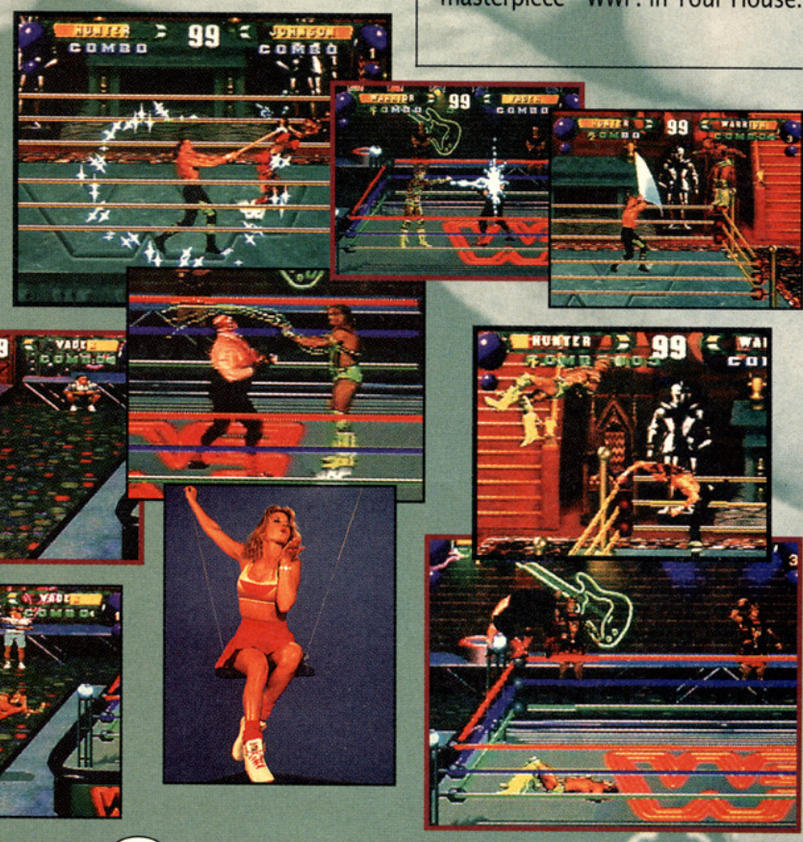
WWF: In Your House

PlayStation | Saturn | PC CD

Acclaim brings 10 of the WWF's most exciting superstars in your house with the latest in their best-selling wrestling series. This year's edition features 11 unique stages, such as the Undertaker's Mausoleum Lair, plus the ability to use gadgets and to pull Super Finishing Pins.

Motion-captured graphics bring fans the realistic movements and bone-crunching holds of their favorite wrestling stars, including the Ultimate Warrior, Goldust, the British Bulldog, Shawn Michaels, Owen Hart, Bret Hart, Ahmed Johnson, the Undertaker, Hunter Hearst-Helmsley, and the man they call Vader. The ghost of Andre the Giant is a hidden fighter and the voluptuous manager, Sunny, hovers above ringside to distract you with curvy moves all her own. So far, this ring looks to be made of gold.

—Johnny Ballgame



Developed by Sculptured Software
Published by Acclaim
Available November

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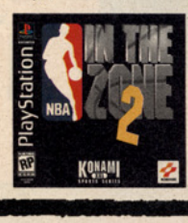

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Magic: The Gathering

PlayStation

The card game that has taken the country by storm is now ready for a home system launch—and they've added more features, real-time battles, and a hidden character set based on the unpublished "Mirage" series. The two action modes include strategic battles and quick action duels, and you can customize your set with unique creature and spell combinations. Gather round—the Magic will soon be here! *—Scary Larry*

Developed by Realtime
Published by Acclaim
Available November

60% COMPLETE

Iron and Blood: Ravenloft

PlayStation

The 3D fighting game Iron and Blood: Ravenloft is the first such game to be tied to the Advanced Dungeons and Dragons license. Players will be able to take up arms with 16 fantasy warriors, including orcs, clerics, and other RPG staples as they pick teams that then battle each other one-on-one in 18 interactive arenas. Unique abilities, like stealing players' health points or items, will be accessible through artifacts won in each battle. Is this the perfect blend of fighting and sword-slinging? We'll see. *—Scary Larry*

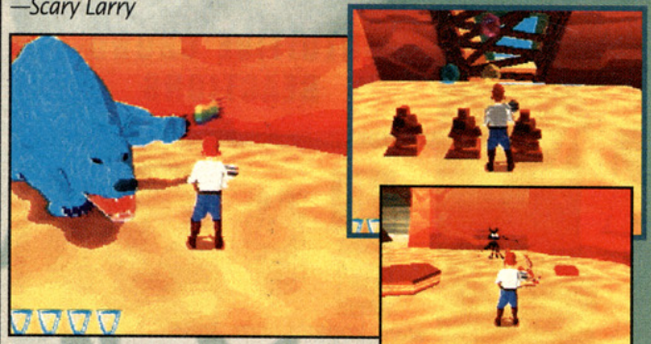
Developed by Take 2
Published by Acclaim
Available now

70% COMPLETE

Rattlesnake Red

PlayStation Saturn

This original title from Acclaim has potential. Rattlesnake Red features CGI-rendered 2D sprites against polygon-rendered backgrounds that produce wild 3D gameplay which is very much like Crash Bandicoot's and is enhanced by clever puzzles and interesting graphics. You play as a gold-digging miner who must battle armadillos, coyotes, and an impressively illustrated bear boss. Red may snake its way to stardom. *—Scary Larry*



Developed by Sculptured Software
Published by Acclaim
Available February '97

30% COMPLETE

Crow: City of Angels

PlayStation

Although the version we saw is a very early one, Crow's dark graphics and creepy gameplay should make it a hit with fans of the comic book and the movies. The 26 types of rendered enemies, which move a lot like those in Resident Evil, come at you from all sides across five scenarios. The early footage featured 50 motion-captured hand-to-hand fighting moves that produced impressively smooth, quick action. Time Commando and Perfect Weapon may have a little birdie on their shoulder when the Crow caws. *—Scary Larry*

Developed and published by Acclaim
Available now

50% COMPLETE

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KIDS TO ADULTS K-A CONTENT RATED BY ESRB

Batman Forever: The Arcade Game

Saturn

Not to be mistaken for the dismal 16-bit games, this new title featuring the Caped Crusader is the side-scrolling action game that busted crimefighters in the arcades. You can play as Batman or Robin as you blast through the streets of Gotham once again, but now you pick up power-ups and perform super moves that clear the entire screen. It looks impressive, but it has a ways to go.—*Scary Larry*

Developed by Iguana
Published by Acclaim
Available Winter '97

60% COMPLETE

Killing Zone

PlayStation

Polygonal fighters get a fantasy treatment in Killing Zone. You match big, imaginative monsters from mythology (including an upright bull-headed beast and a sword-swinging skeleton warrior reminiscent of Ray Harryhausen's movie classic, *Jason and the Argonauts*). Carry the carnage through a Tournament mode, or design your own monsters in an Auto Battle mode.—*Doctor Devon*

Developed by NaxatSoft
Published by Acclaim
Available now

90% COMPLETE

Star Fighter

PlayStation Saturn

One of the first games resulting from Acclaim's licensing deal with 3DO, Star Fighter is a dramatic 3D shooter that enables you to fly anywhere you want. From a cockpit or behind-the-ship view, you fly 60 missions over land and sea, and even beyond Earth's atmosphere, with an arsenal that includes the all-powerful Megabomb. Last spring's 3DO version sported excellent controls, which should be good news for 32-bit jet jockeys.—*Coach Kyle*

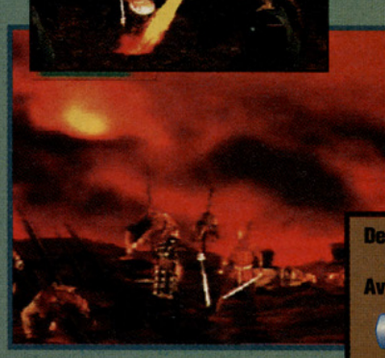
Developed by Studio 3DO
Published by Acclaim
Available Fall '96

90% COMPLETE

DragonHeart: Fire & Steel

PlayStation Saturn PC CD GameBoy

DragonHeart reprises the characters and costumes from last summer's movie starring Dennis Quaid and Sean Connery for epic sword-wielding, dragon-slaying action/adventure gameplay. As Sir Bowen, you must master over 120 moves in third- and first-person gameplay. Seven original computer-generated dragons not in the movie are in the game, including one super dragon who inhabits a secret Battle Arena.—*Captain Cameron*

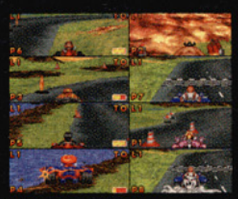


Developed and published by Acclaim
Available now

90% COMPLETE

STREET RACER

8 demented characters with custom weapons that will crack you up!



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KIDS TO ADULTS
CONTENT RATED BY ESRB

PlayStation™

SEGA SATURN

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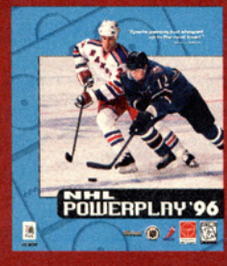

NHL® POWERPLAY™ '96

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SEGA! RETURN OF THE SCREAM

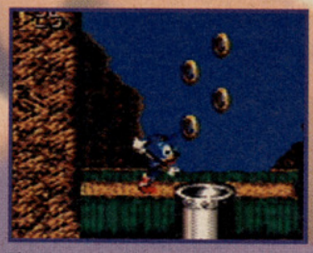
SPECIAL FEATURE

Sega's number two on the consoles and trying harder on the software front. Here's a look at Sega's Gamers' Day with previews of games from Sega and its third-party developers. By The Undercover Lover

Sonic the Hedgehog

What would a Sega comeback be without Sonic the Hedgehog? With other stellar titles like Fighting Vipers, it doesn't appear that Sega is expecting the plucky hedgehog to carry the company on his shoulders; instead he can concentrate his efforts on games for five platforms (Saturn, Genesis, Game Gear, Pico, and PC).

Sonic Blast (Game Gear)



This cart could be called Sonic "2D" Blast. Unlike the Genesis cart, this Game Gear game goes for a classic look with super Sonic speed. Robotnik's on the attack, of course, but comrade Knuckles, the twin-tailed fox, tags along to assist Sonic as he scoops up the Chaos Emeralds.

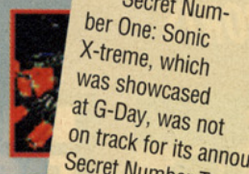
Developed by Sega
Available November

Sonic 3D Blast (Genesis)

Sonic blasts his way back onto the Genesis with an all-new look that's awesome. You'll play via a ¾-overhead (isometric) view that enables you to motor through the 32-meg cart's 7 Zones and 14 Acts in 360 degrees. Dr. Robotnik's back to terrorize creatures called Flickies. The Gamers' Day demo made it clear that despite the overhead view Sonic's faster than ever as he races to snatch Rings and undo Robotnik's evil deeds.

Developed by Sega
Available November

Sonic X-treme (Saturn)



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Splash, and t...

Developed by Sega
Available November

Flash! X-treme X'ed Out!

Sonic 3D Blast

Sonic X-treme for Saturn? It's all off for 1996! Six days following Gamers' Day, Sega revealed two secrets.

Secret Number One: Sonic X-treme, which was showcased at G-Day, was not on track for its announced release date, November 21.

Secret Number Two: Sonic 3D Blast for Saturn, intentionally kept secret at G-Day, was going to be an unannounced surprise companion to Sonic X-treme! X-treme will follow later in '97, maybe much later.

The Hedgehog as Teacher's Pet

At Gamers' Day Sega Entertainment also announced Sonic titles for the PC and the Pico that weren't on hand for demos. Sonic CD will be Sonic's first PC adventure game. Sonic vets recognize it as a souped-up version of...well, Sonic CD. Sonic will also serve as host for several edutainment titles in a series called Sonic Schoolhouse. Finally, Sonic will again serve as a teacher of sorts in an educational adventure for the Pico.

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The Best of the Rest

Sega has an all-star lineup of games coming. Here are highlights for Christmas and beyond!

By Scary Larry

SPECIAL FEATURE

Bug Too

This entertaining insect, who helped launch the Saturn over a year ago, now has his own well-deserved sequel. Bug Too continues the cartoony tradition of Bug! with well-rounded gameplay and extraordinary animation. Expect more from this game than just standard hoppin' 'n' boppin'—the levels so far look gorgeous and well developed, with puzzle action rounding out the fun platform-style gameplay.

Developed by Realtime
Available November

Other Featured Games

Bugs Bunny in Double Trouble (Genesis, Game Gear)

Decathlete (Saturn)

Fighting Vipers (Saturn)

Krazy Ivan (Saturn)

Nights (Saturn)

Three Dirty Dwarves (Saturn)

Virtua Cop 2 (Saturn)

Virtua Fighter Animation (Game Gear)

Dark Savior (Saturn)

Looking awfully similar to Landstalker, Dark Savior is another ¾-overhead RPG where treacherous jumping and even more treacherous enemies await you. More action than strategy, Dark Savior is an acquired taste.

Developed by Climax
Available November

Scud (Saturn)

This very early title, based on the alternative comic book, may turn some heads this spring. It looks like a cross between claymation and computer-generated graphics, and everyone who saw it at Gamers' Day was awed. Keep an eye out for Scud.

Developed by Syrox
Available '97

Marvel Comics X-Women: The Sinister Virus (Genesis)

Another X-Men game, Sinister Virus features the vengeful vixens of the X-Men comics, the X-Women. It still features the same pulse-pounding action as in previous superhero games, so don't think these ladies will let you off lightly.

Developed by Clockwork Portis
Available January '97

Virtual On (Saturn)

Based on the arcade game, Virtual On is a fast mech-shooting game. You search out your opponent in a futuristic warehouse, then you proceed to pound the bearings out of them with lasers, missiles, and more. The split-screen action accommodates two players simultaneously.

Developed by AM3
Available November

Mr. Bones (Saturn)

This polished poltergeist was shown at Gamers' Day, and it was playable. Mr. Bones looks like ghoulish fun, and it even has a side attraction—the ability to let Mr. B wail on a synthetic guitar! That should help this game retain bragging rights on the store shelves this holiday.

Developed by Zono Inc.
Available now

Vectorman 2

The well-rounded hero of last year's sleeper hit for the Genes is is back, and he hasn't lost a thing. Now with even more morphing action than before, this game really pushes the limits of the Genesis. The rendered sprites look cleaner than before, and the gameplay is faster. The V-man stands for victory for those gamers clinging to their 16-bit systems (for an announcement about the Vectorman movie, see "ProNews").

Developed by Blue Sky Software
Available November

Hockey this intense requires the appropriate padding.

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NHL NHLPA MIDWAY PlayStation

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Third-Party Parade

Other companies besides Sega are making Saturn and Genesis games. Here are highlights from Sega's third-party licensees!

By Major Mike

Black Dawn (Saturn) by Virgin
A military gunship simulation game with 30 missions. The game also has a two-player Deathmatch mode. **(1)**

Blast Chamber (Saturn) by Activision
A multiplayer free-for-all, where the objective is to keep the bomb that's strapped to you from detonating. **(2)**

Crime Wave (Saturn) by Eidos
A racing/action game with eight "battle zones" and eight vehicles. Blast and smash your way to the finish line. **(3)**

Die Hard Trilogy (Saturn) by Fox Interactive
Three games that vary between blasting terrorists in a high-rise, shooting mercenaries at the airport, and racing to stop a mad bomber in New York City. **(4)**

Hard Boiled: Nixon's Revenge (Saturn) by GTE Interactive
Based on the Dark Horse Comic series, this driving/flight sim features four missions and three vehicles. **(5)**

Herc's Adventures (Saturn) by LucasArts
In this parody of Greek mythology, you guide one of three warriors past the perils of Medusa, the Cyclops, and more. **(6)**

Hyper 3-D Pinball (Saturn) by Virgin
Three themed pinball tables and multiple camera views are among the highlights of this rendered pinball collection.

Mass Destruction (Saturn) by BMG Interactive
Driving a tank, you destroy everything in your path on 24 levels and over 4 terrains. **(7)**

MechWarrior 2 (Saturn) by Activision
In this console version of the PC game, you pilot a giant mech and engage in combat across several landscapes.

Mega Man 8 (Saturn) by Capcom
Mega Man must stop the evil Dr. Wily through several side-scrolling stages.

MLBPA Bottom of the 9th (Saturn) by Konami
Konami steps to the plate with fully licensed gameplay and rendered 3D graphics.

NBA Hang Time (Genesis) by Williams
The latest in the popular Jam series, this basketball game has more techniques and hidden surprises. **(8)**

P.T.O. II (Saturn) by Koei
A military strategy/simulation set in the Pacific, 1941. This game enables you to fight the historic battles your way.

Return Fire (Saturn) by Williams
Capture the Flag military-style; use jeeps, tanks, attack choppers, and other armed vehicles to blow your enemies to smithereens.

Soviet Strike (Saturn) by Electronic Arts
Attack-chopper mayhem with the first 32-bit Strike game. **(9)**

Spot Goes to Hollywood (Saturn) by Virgin
The lovable dot goes to the big screen with levels that spoof classic and contemporary movies. **(10)**

Street Fighter Alpha 2 (Saturn) by Capcom
They're back (again), this time with more fighters, new techniques, and other surprises. **(11)**

Street Racer (Saturn) by Ubi Soft
Multiplayer racing fun in the vein of Super Mario Kart. SR includes a "micro" mode that enables you to play the game like Micro Machines. **(12)**

Super Puzzle Fighter (Saturn) by Capcom
Warriors from Street Fighter and Darkstalkers battle it out in this Tetris-esque puzzle game.

Tempest 2000 (Saturn) by Interplay
The arcade classic returns, this time with over 90 levels and two-player modes.

TNN Motorsports Hardcore 4x4 (Saturn) by ASC
Off-road racing, with several tracks (including snow, sand, and mud), multiple views, and six vehicles to choose from. **(13)**

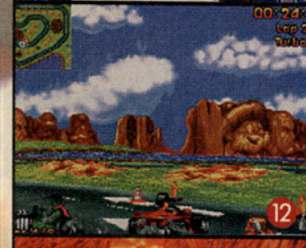
Ultimate Mortal Kombat 3 (Genesis) by Williams
The Kombatants return in the biggest 16-bit MK yet, with 23 fighters—including two who weren't in the arcade version! **(14)**

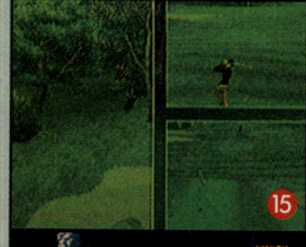
VR Golf (Saturn) by Interplay
Tee off with this detailed golf sim that uses motion-capture and 3D environments. **(15)**

VR Soccer '96 (Saturn) by Interplay
Forty-four international teams and eight skill levels are a few of the highlights of this sports title.

Waterworld (Saturn) by Ocean
As the Mariner in search of dry land, you must destroy Deacon's evil army through several levels of shoot-n-move action.

Williams Arcade's Greatest Hits (Genesis) by Williams
A collection of nostalgic quarter-munchers, including Sinistar, Robotron 2084, Joust, Defender and Defender II. **(16)**





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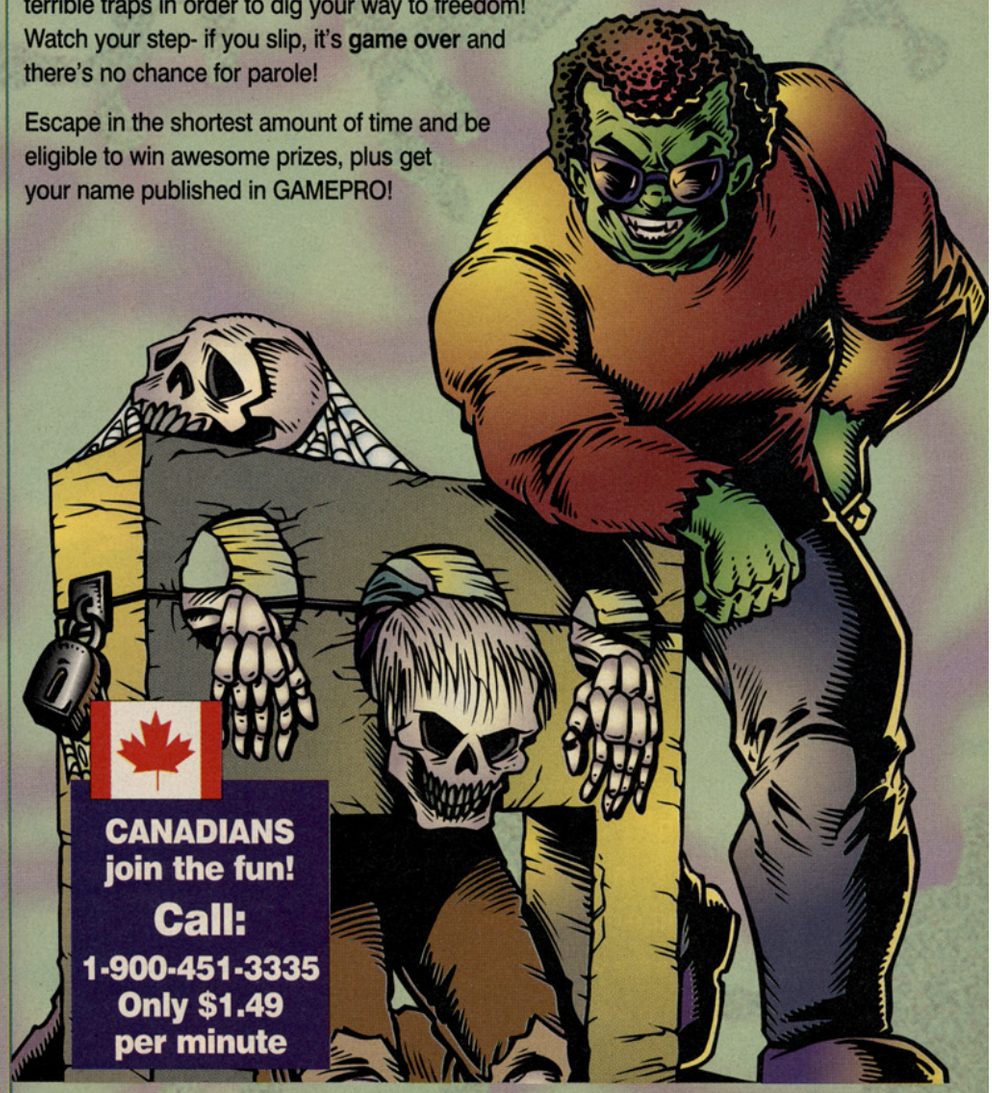

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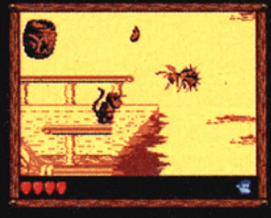

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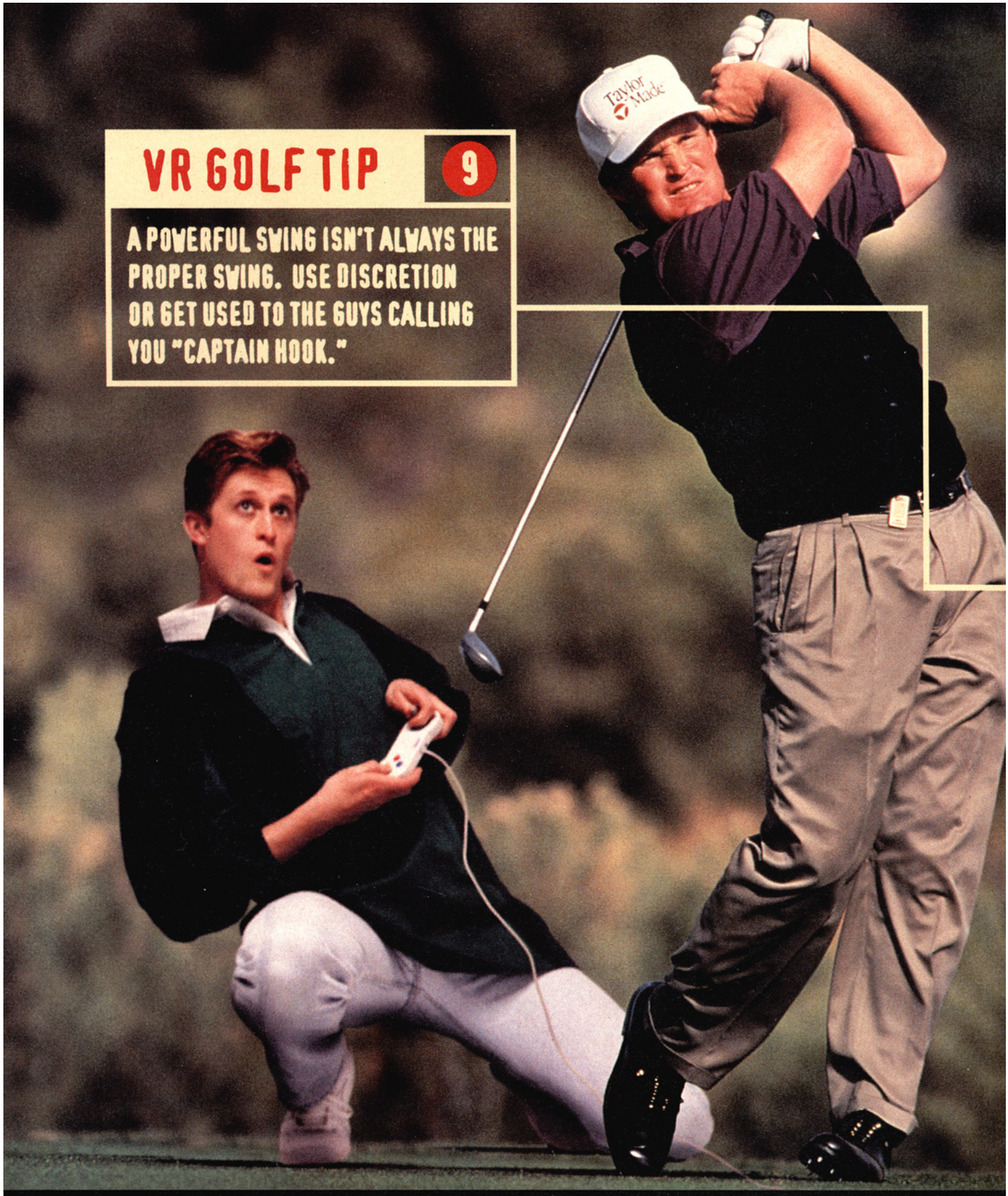

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PlayStation

CD ROM DOS VERSION

Gremlin

Sneak Previews

Disruptor

PlayStation

By Scary Larry

Graphics

Check out the computer-enhanced smoothness of the walls and backgrounds. Now match those to the mechanical cleanliness of the enemies. It's like playing on an SGI workstation.

Control & Gameplay

The smooth scrolling is hampered a little by difficult jumps—and the absence of a speed button. Otherwise, this game moves faster than Final Doom and plays just as cleanly. Could it be the year's supreme shooter? You be the judge in November.

Sound

Disruptor uses music to its advantage by matching mood-inducing tunes to different situations. For example, when you're low on health or ammo, threatening music plays; when you're being chased, chase music blasts through the air.

Final Doom, Powerslave...they better watch their step. Disruptor for the PlayStation is one beautiful game, and it plays as great as it looks. This could be the king of the corridors this season.

Developed by Insomnia
Published by Universal Interactive
Available November

80% COMPLETE

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Tomb Raider

Saturn | PlayStation | PC CD

By Captain Cameron

Fun in the Jungle

There are puzzles to solve and walls to scale, but mainly Tomb Raider is bursting with life—dangerous jungle life, that is. Searching for ancient artifacts, archaeologist Lara Croft runs 'n' guns her way into exotic Egyptian pyramids and Incan jungles that are populated with crocodiles, giant rats, bats, wolves, tigers, bears, mercenaries, and even dragons. Lara fires an array of weapons, including magnums and Uzis, with both hands for some of the most exciting third-person action since Resident Evil.

Massive Worlds

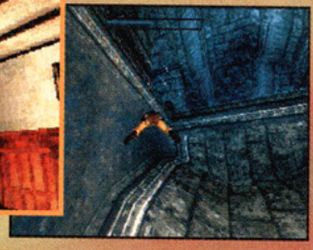
The game's best feature is its sheer size. Tomb Raider offers four massive worlds, each divided into three zones, for a total of twelve lush locales to explore. Hidden rooms add to the intrigue. There's also a "gym" that serves as a practice area where you can master Lara's moves.

If you liked the Indiana Jones movies, you'll like Tomb Raider. This archaeological action/adventure game puts a nimble "Indiana Jane" character into a jungle world of hurt.

Developed and published by
Eidos Interactive
Available November

60% COMPLETE

Graphics



Dramatic lighting and fast motion put the oomph into Tomb Raider's visuals. Lara is particularly mobile—watch her as she executes sharp somersaults across the tops of platforms or leans into heavy blocks to shove them into position. Hers may be the best swimming ever seen in a polygon-based video game. Some of the enemies (the crocs especially) are still fairly blocky at this point, but the background tombs and dungeons show off evocative details.

Twisted Metal 2: World Tour

PlayStation

Twisted Metal, last year's sleeper hit, now has a sequel. Twisted Metal 2: World Tour promises more mayhem, better backgrounds, and hardier weapons (including time bombs, napalm, missiles, and more). With 12 new and improved cars, including a hearse, a bulldozer, and a man strapped between two wheels, and new areas like a glacier, a volcano, and Paris, TM2 will certainly appeal to metal patriots and newcomers alike. You can also interact with the environment, so beware of collapsing bridges and crumbling buildings. If these pictures are any indication, Twisted Metal 2 certainly looks like it's on the highway to hell.—*Scary Larry*

Developed by SingleTrac
Published by Sony
Available Fourth Quarter '96

40% COMPLETE

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VMX Racing

PlayStation

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TNN Motorsports Hardcore 4x4

HANDS-ON

PlayStation | Saturn | PC CD

Here's a racing game that fills a definite void on the PlayStation. You choose one of six vehicles and put its four-wheel independent suspension to the test in terrains like Siberia and the Grand Canyon. This means plenty of jolts, parts flying off your truck, and guaranteed wrecks. What we saw of this game looked great, with gorgeous backgrounds. An off-the-board announcer and ZZ Top-style music add to the fun. The only thing missing is a shotgun rack and a six-pack. —*Scary Larry*

Developed by Gremlin Interactive
Published by ASC
Available November

80% COMPLETE

Ten Pin Alley

HANDS-ON

PlayStation | Saturn | PC CD

This game took us all by surprise. ASC has made a fun and challenging game for the PlayStation that incorporates real pin and ball physics—including topspin, lane collision, and more. You can choose to play in either retro '50s-style lanes or a modern-day bowling alley. Not only can you adjust the ball's speed, curve, and spin, you can also throw balls straight in the air or behind you, or drop them on your toes. Get your mind back in the gutter where it belongs. —*Scary Larry*

Developed by Adrenalin Entertainment
Published by ASC
Available November

80% COMPLETE

Contra Legacy

FIRST LOOK

PlayStation

Konami continues its hardcore shooting tradition with a new Contra game for the PlayStation. Contra Legacy is a fast-shooting, bullet-ridden action fest—complete with weapon power-ups, huge screen-filling bosses, and dazzling rendered backgrounds. Although the version we saw had only one level, it looks like an appealing game so far, and fans of the series probably won't be disappointed.—*Scary Larry*

Developed by Appaloosa Interactive
Published by Konami
Available November

80% COMPLETE

FIRST LOOK

Jet Moto

PlayStation

SingleTrac, the developers who brought you Warhawk, Twisted Metal, and Twisted Metal 2, also have a very cool jet-ski game. Set to rival Waverace 64 for the Nintendo 64, Jet Moto appears to have what it takes to be a load of fun. Twelve massive tracks and a laser-grappling hook that allows you to make sharp, whiplike turns should add to the fun. Great polygonal graphics, gorgeous land and sea backgrounds, and a variety of race options (like two-player competition modes) make Jet Moto one to look out for this year.—*Scary Larry*

Developed by SingleTrac
Published by Sony
Available Fourth Quarter '96

40% COMPLETE

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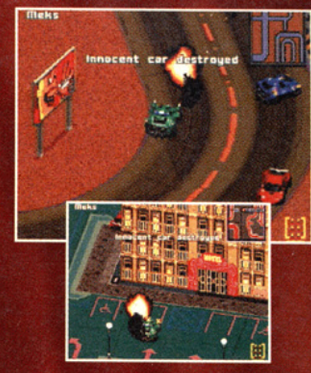
Crime Wave

HANDS-ON

Saturn

Crime Wave is about to bring explosive gunplay to the mean Saturn streets. In this overhead-view driving game, you

pursue target vehicles through eight battle zones in eight high-powered vehicles, ranging from armed sports cars to 4x4 off-roaders. Weapons include rockets, machine guns, and grenades for fun shooting sprees, though it's considered bad form to bag innocent cars. Traffic jams and pile-ups intensify the chases.



The quickly rotating screen may require some drivers to take Dramamine, but most should enjoy these twisted thrills.—*Doctor Devon*

Developed and published by Eidos Interactive
Available November

60% COMPLETE

Street Racer

HANDS-ON

PlayStation

Saturn

Game Boy

Fans of last year's nifty Street Racer for the SNES will enjoy putting the pedal to the metal in this spirited 3D racer. Up to eight gamers can compete

simultaneously in humorous races that owe a lot to Super Mario Kart. The cartoony characters wield wacky weapons for Road Rash-style thumping, and the 24 colorful tracks come alive with charming details. The Rumble mode throws you into an arena for bumper-car action. The 32-bit versions are due out first; the handheld version will follow by Thanksgiving.—*Captain Cameron*

Developed by Vivid Image
Published by UBI Soft
Available October

60% COMPLETE

Machinehead

HANDS-ON

PlayStation

Saturn

PC

First-person shooting gets a sci-fi treatment in Machinehead. You maneuver a flying bomb ready to detonate if you can't complete the 15 hunt-n-shoot missions in time. The missions take you over diverse 3D landscapes populated by mutant spiders, big flying insects, and a host of bizarre mechanized menaces. The shooting action looks like a blast so far, with big machine guns, homing missiles, flamethrowers, and more lighting your way with explosive force.—*Coach Kyle*

Developed by Core
Published by Eidos Interactive
Available November

50% COMPLETE

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

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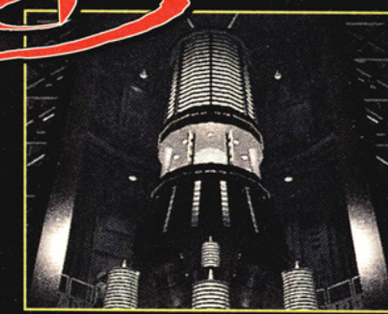

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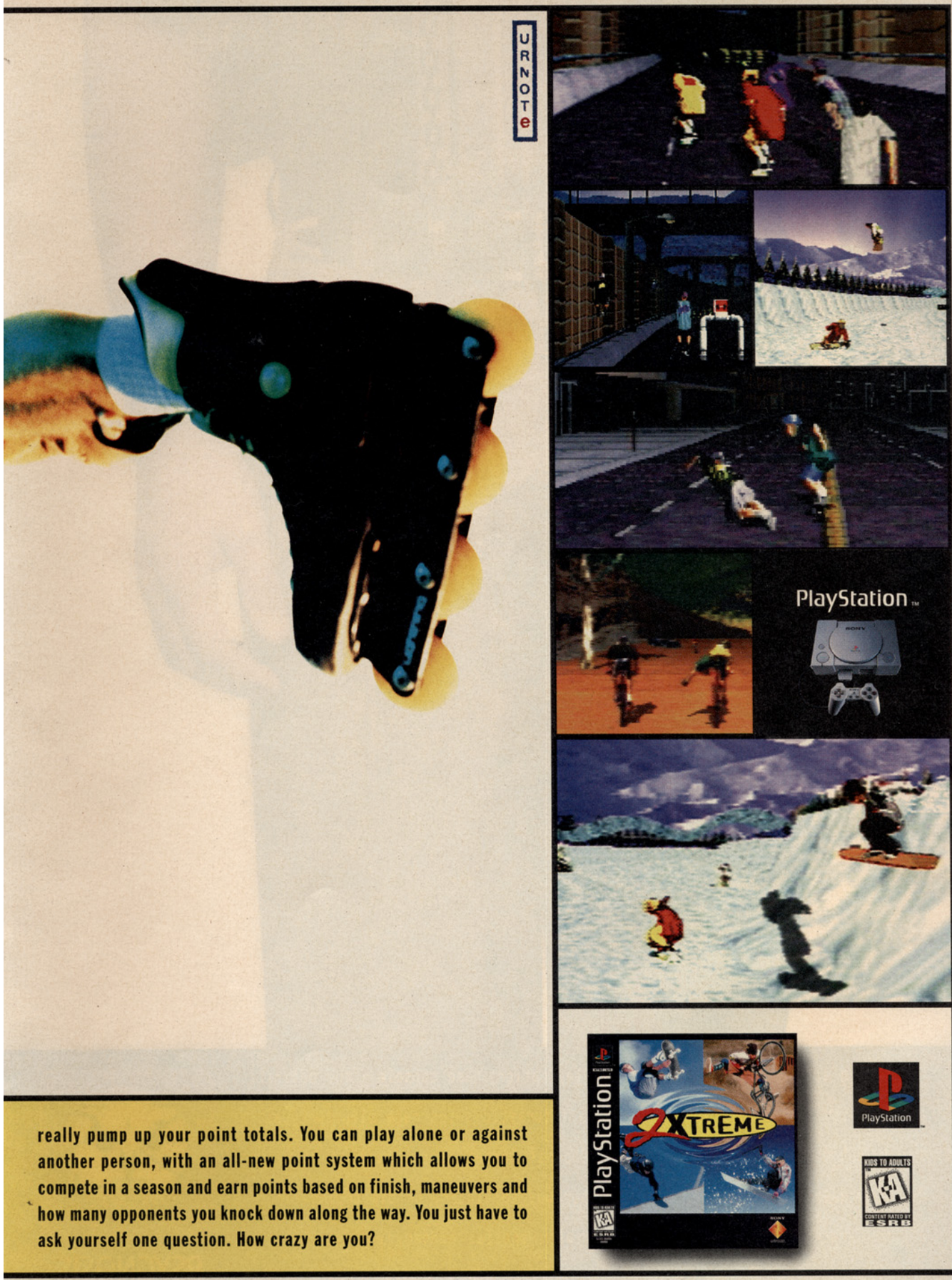
Always wear a helmet and safety gear when you in-line skate. Do not attempt this trick at home. For game hints call 1-900-933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer



really pump up your point totals. You can play alone or against another person, with an all-new point system which allows you to compete in a season and earn points based on finish, maneuvers and how many opponents you knock down along the way. You just have to ask yourself one question. How crazy are you?

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PC GamePro REVIEW

DOS, Win 95

By Major Mike

Quake

Despite all the hype and some negative feedback from the early release beta, the finished Quake is an excellent game. The latest product from the creators of Doom is an intense 3D corridor shooter that more than shows off its new play engine.

Eat Nails!

In Quake, you are the sole survivor of a base overrun by monsters, enemy soldiers, and other creatures. Fortunately, there are numerous weapons, ammo, and other items hidden in the vast levels to help you—along with an equal number of hidden areas and traps. Time to kill or be killed.

The theme is the same as Doom's: Point, shoot, and get to the end of each level alive. What isn't the same is the engine: Unlike Doom, in Quake's true 3D world you can jump, look up and down, and swim. You will make use of these new abilities to cross gaps, find traps, and spot enemies.

Duke Who?

Quake looks great, but it's not without flaws. There's smooth, fluid motion and scaling. However, you should have at least a Pentium 133 to run this game with decent resolution; lower than that, things get choppy. Most of the levels have gloomy, gray colors, but this just augments the "odds stacked against you" theme. The monsters look menacing, but up close you can almost see every bulky polygon that went into their construction. They look best at a distance.

The sound is awesome. From the ricochet of nails fired from your gun to the grunts and groans of the various monsters, the audio effects are clear and effective. The music by Nine Inch Nails is equally impressive. With harsh, rockin' guitar riffs, and creepy low-key synthesizers, the music goes perfectly with each level and thoroughly enhances the overall atmosphere.

The controls are easy and accurate. Using the keyboard is a breeze, even when you need to execute multiple functions. This is especially helpful in the middle of furious combat, when one wrong move could cost you your life.

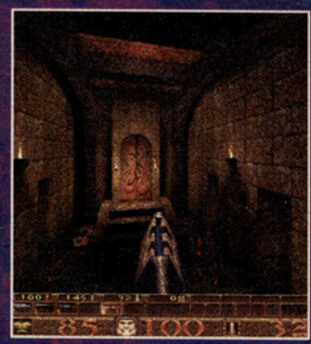
In Quake's Wake

Quake may not be the earth-shattering game it was hyped to be, but it's certainly a very enjoyable one. The new game engine and other elements make it both a blast to play and a worthy successor to the Doom throne.

PROTIP: Don't waste your ammo on this boss at the end of the first world; instead, run upstairs and tag the three switches on the ground. This sets him up for a little shock therapy.

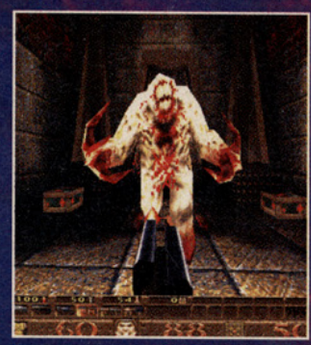
PROTIP: Approach any box with a red radiation symbol on it with caution; shoot these enough times and they explode.

PROTIP: Move slowly through the corridors—chances are you'll come across a damaging booby trap.



PROTIP: When you are up high and enemies are below you, do a little rain dance with the grenade gun. Grenades will bounce around and decimate anything in the room.

PROTIP: Grenade and rocket launchers send zombies back to the grave for good; other weapons knock them down only temporarily.



PROTIP: Use the super nail gun to drop Shamblers in no time.

PROTIP: Some switches are embedded in walls and out of your reach. Jump, then fire the shotgun at these switches to activate them.

Quake by id Software

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	5.0	4.5	ADJ (Adjustable)

$55	4 dimensions; 32 levels
Available now	First-person view
Corridor shooter	RSAC rating: Violence 3; Language 2
15 players	

Minimum System Specifications

- DOS 5.0 or higher
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Crusader: No Regret

Win 95 | DOS

In this sequel to last year's popular Crusader: No Remorse, the Silencer returns to battle the military might of the World Economic Consortium's lunar base. This bloody ¾-overhead shooter sports ten new combat and sabotage missions in five fresh landscapes, all loaded with tougher traps and puzzles. No Regret also features new characters like servomechs and civilians, as well as enemies that stalk you with morphing and stealth abilities. But the Silencer's packing more heat, too, including fierce weapons that let you melt, freeze, shatter, and irradiate your foes; new moves like forward rolls and kneeling sidesteps; and other improvements in control and tactics. Graphically, Origin's supplied even more gory death scenes, and everything in the game can be blown up. Pass the ammo....—*Air Hendrix*

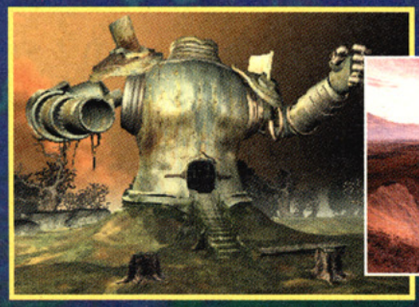
By Origin Systems
Available Now

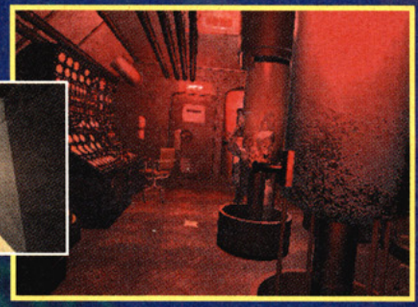
Drowned God

Win 95 | Win 3.1 | Mac

Creationists and evolutionists may now have another theory to consider. In this role-playing adventure game, you become entangled in an alien conspiracy that has evolved over 50,000 years. To uncover the "true" origins of mankind, you navigate through four mysterious realms to find relics of ancient knowledge. Labyrinths of challenging puzzles obstruct your path. Success reveals links to controversial historical events and items including the Ark of the Covenant, Roswell, the Philadelphia Experiment, and, yes, the JFK assassination; all are part of a secret war that has raged throughout the centuries.—*Madd Max*

By Inscape
Available Fourth Quarter '96





DROWNED GOD

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SEGA SATURN

ZPC: No Flesh Shall Be Spared

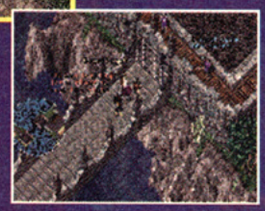
Win 95 | Mac

Unending variations on Doom's gameplay are popping up all over, but ZPC takes that familiar formula in a fresh direction. This corridor shooter sports an eerie, monochromatic visual style created by Aidan Hughes, the artist behind KMFDM's videos and album covers, while members of Ministry and Revolting Cocks supply the tunes. ZPC's plot offers less creativity, though: In a spooky postapocalyptic future, gamers play as a former assassin seeking to recover his past and save the world by blasting through 30 levels. An arsenal of weapons and psionic attacks prepares you for the carnage.—*Air Hendrix*

By GT Interactive
Available October

Ultima Online

Win 95 | Mac



Sharpen your swords: Origin's taking RPGs to the next level with Ultima Online, a revolutionary approach to multiplayer gaming that allows thousands of players to interact in a massive real-time RPG via the Internet. By hooking up to Origin's servers, gamers can join in an ongoing RPG adventure where they build their characters' skills, cut deals with other gamers or NPCs, amass wealth, create and run guilds, slay dragons, and otherwise embroil themselves in intrepid adventures. This dazzling fusion of online gaming and a classic RPG will surely score big with PC gamers.—*Air Hendrix*

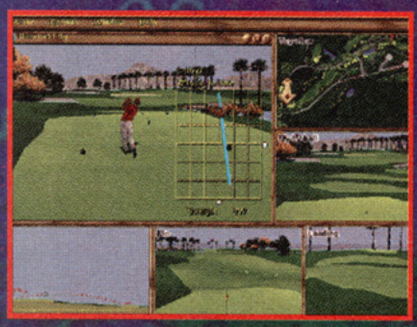
By Origin Systems
Available Spring '97

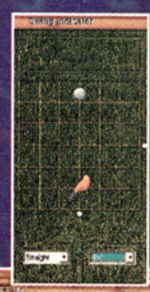
SimGolf

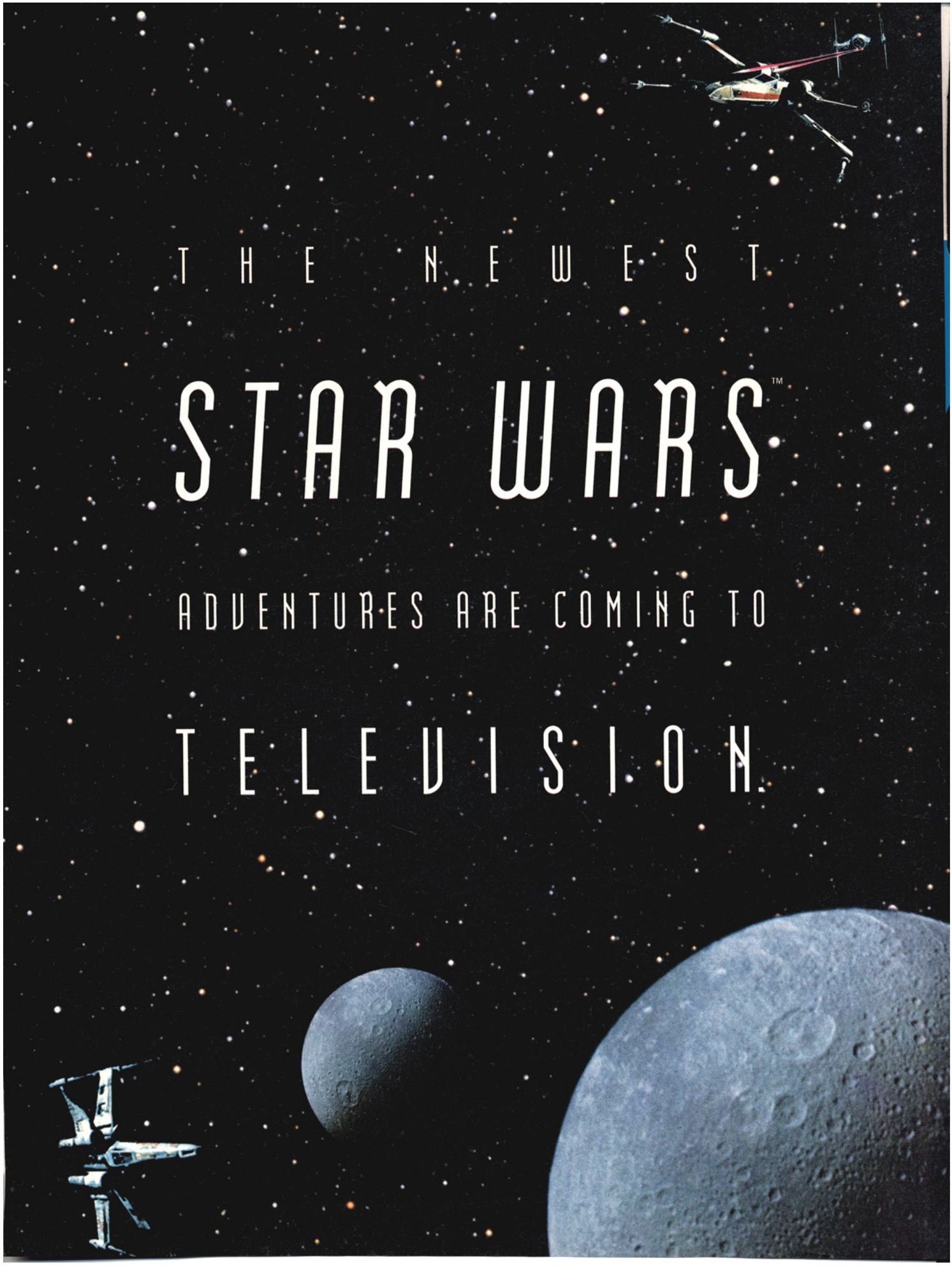
Win 95

Take a break from building SimCities and hit the links. SimGolf adjusts its swing by doing away with the standard power bar; instead, you use the mouse to move the club and hit the ball. Naturally, golfers can create their own golf courses, and world-renowned course designer Robert Trent Jones is on hand to teach you how. Multiplayer tee time goes down over the Internet, and SimGolf's strong 3D graphics will enable you to look around and see friends playing on other holes. —*Madd Max*

By Maxis
Available November



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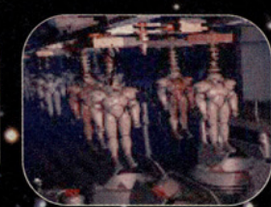

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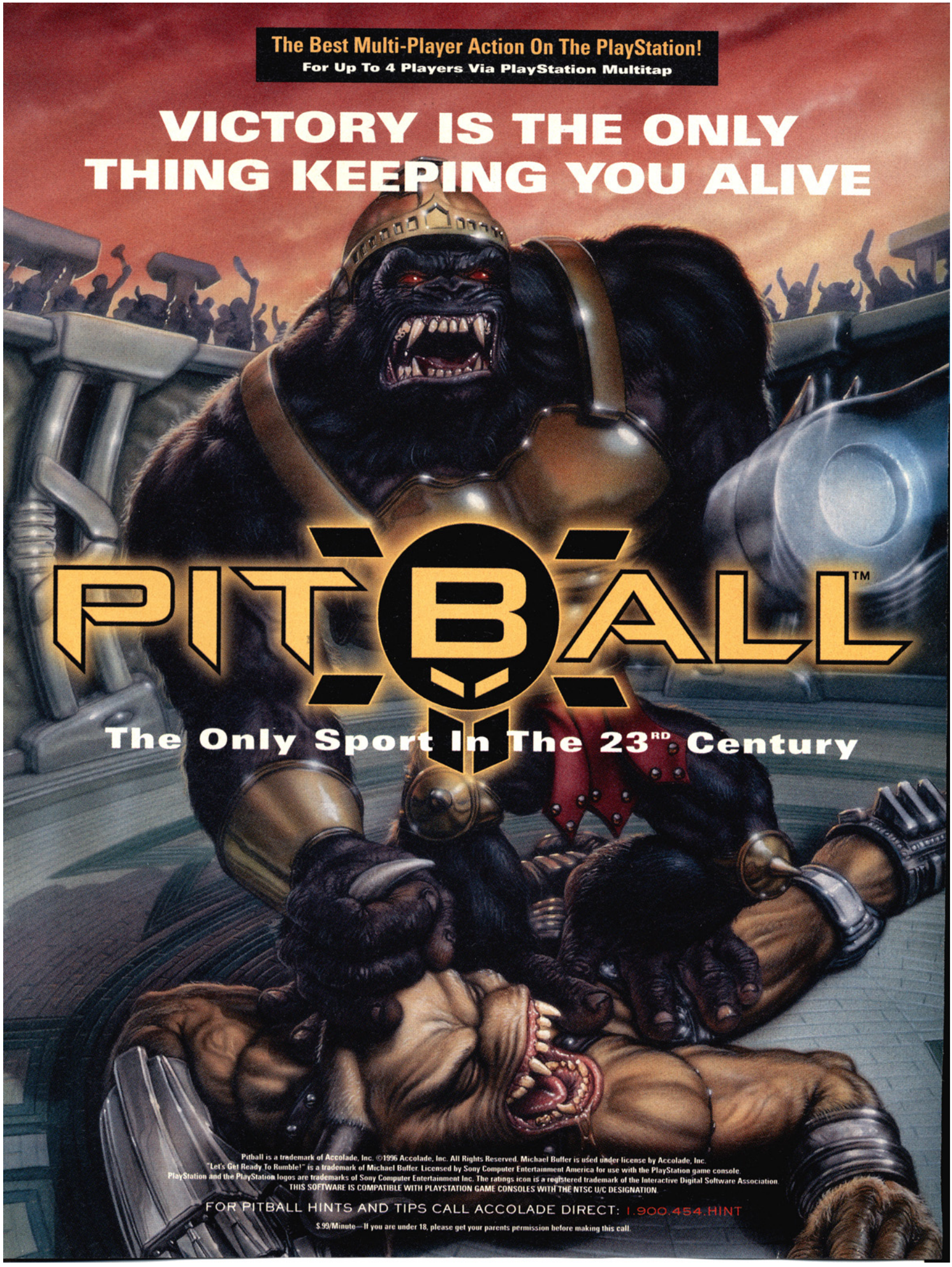
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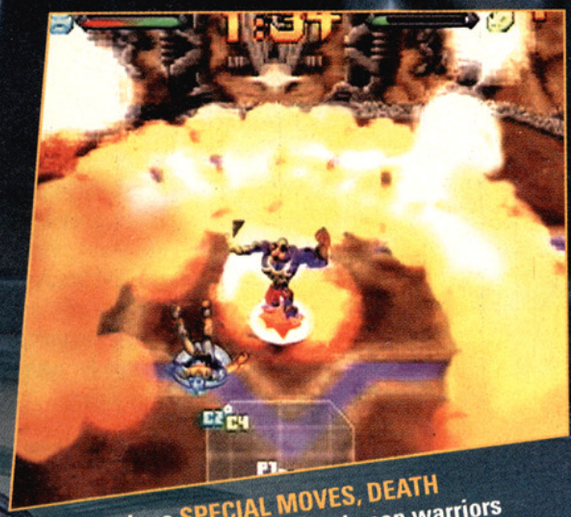

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Virtua Fighter 3

Virtua Fighter 3 has arrived! *GamePro* finally gets a chance to play an early version of what could be one of the best fighting games on the planet.

By Bruised Lee

Over the last year there's been a lot of hype surrounding Virtua Fighter 3. Until now, only a demo tape of VF3 had been shown to magazine editors. On tape, the characters and the environments displayed some of the best-looking texture-mapped graphics ever seen. However, though there were some scenes with physical contact between two characters, there had always been skepticism: Could Sega's AM2 (the game's design team) really make such advanced graphics part of the gameplay?

Taka Arashi's size alone is enough to intimidate his opponent.

Virtua Reality

Now that VF3 is playable, all lingering doubts have been put to rest. Visually, VF3 continues an AM2 tradition of making the game live up to the standards of the introductory scenes. Many games have beautifully rendered intros that set up a story line and try to grab the player's attention. Unfortunately, often the game itself is nothing like those opening scenes and looks graphically stripped down by comparison. Every gamer has at one time or another pointed at those cool introductory cinematics and said, "I wish the game looked like that."

This has never been the case with AM2's games. From the early days of the Model 1 board that brought Virtua Racing and Virtua Fighter to life, to Daytona and Virtua Fighter 2 on the Model 2 board, AM2 has always delivered excellent graphics. Using the Model 3 board, AM2 continues its winning track record with Virtua Fighter 3. Watch closely and you'll see some truly impressive visual effects, especially in the realistic backgrounds: For instance, fighters leave tracks in the sand and snow, leaves swirl along the ground as you walk past them, and water splashes when characters walk through small puddles.

The levels vary in shape and elevation, providing both visual variety and new battle strategies. You'll have to watch where you're standing in relation to your opponent to make sure you don't give up a high-ground advantage and to make sure your attacks land accurately. Moreover, the new backgrounds don't always allow ring-out victories—some levels are enclosed, enabling you to corner juggle for several hits, à la Fighting Vipers.

Virtua Fighters

The fighters are a blend of old and new. In addition to the ten characters from VF2, two new fighters, Aio Umenokouji and Taka Arashi, bring the total to an even dozen. Aio is a female fighter who incorporates the graceful art of fan dancing into

Akira still relies on VF2 fighting tactics to claim his victory.

Sarah throws Jeffry into a wall to score some extra hits.

Aoi's speedy attacks are no match for Lau.

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BAN
DAI

Virtua Fighter 3

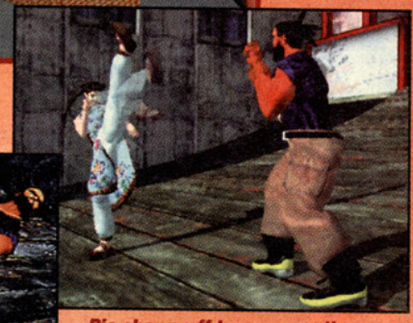
play, AM2 added a dodge button to the controls. The dodge feature allows more 3D movement in the environments and gives you the ability to avoid certain incoming attacks.

Each returning character retains their basic VF2 fighting style with several new moves, but general fighting skills have changed. Throws are now executed with a punch, guard, and certain joystick motions. Knocking an opponent to the ground may be harder to accomplish than it was in VF2.

Fighters also have the ability to perform motion-blur attacks. As your fighter comes in with an attack, his limb leaves a translucent trail of two or three previous frames of animation. Like normal attacks, blur attacks only register one hit, but the damage is greater.

Shun gets the wake-up call of his life from Lau's motion-punch attack.

Pie takes advantage of the high ground to launch her attack.



Pie shows off her new motion-blur kick attack.

the Aikido fighting style. Taka Arashi is a powerfull sumo wrestler with moves and a fighting style similar to Ganryu's in Tekken 2.

Interestingly, all the characters have new outfits that don't really fit the fighters' images. For example, Shun sports hip-hop street gear, while Wolf's cowboy outfit looks like something he stole from the Village People.

Virtua Fighting

There's good and bad news in the gameplay. The best news is that VF3's gameplay is faster than VF2's. However, the faster gameplay does take some time to get used to (in fact, some of the animations look unrealistic in this speedy upgrade), but given time players should adjust. In addition to faster game-

The Future Is Now

AM2 delivers the final blow to their competitors with true cutting-edge graphics and superb realism. Fans of the VF series are sure to get their quarters' worth this winter. G

He may be old, but Shun still knows how to kick it.

Using his brute strength, Taka Arashi pushes his way to victory.

Amazing camera scaling effects are just a taste of what the Model 3 board can do.

They learned everything from their parents. Except respect.

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The next Virtua Fighter generation has been born. Trouble is, somebody forgot to teach them how to be nice little boys and girls. These kids kick. They smash. They nail combinations their VF parents can't, and would probably never approve of. But don't worry. The only spankings in this game will come in the form of well-placed body slams. And when it's all over, you'll have the privilege of saying you slapped around some pint-sized punk.

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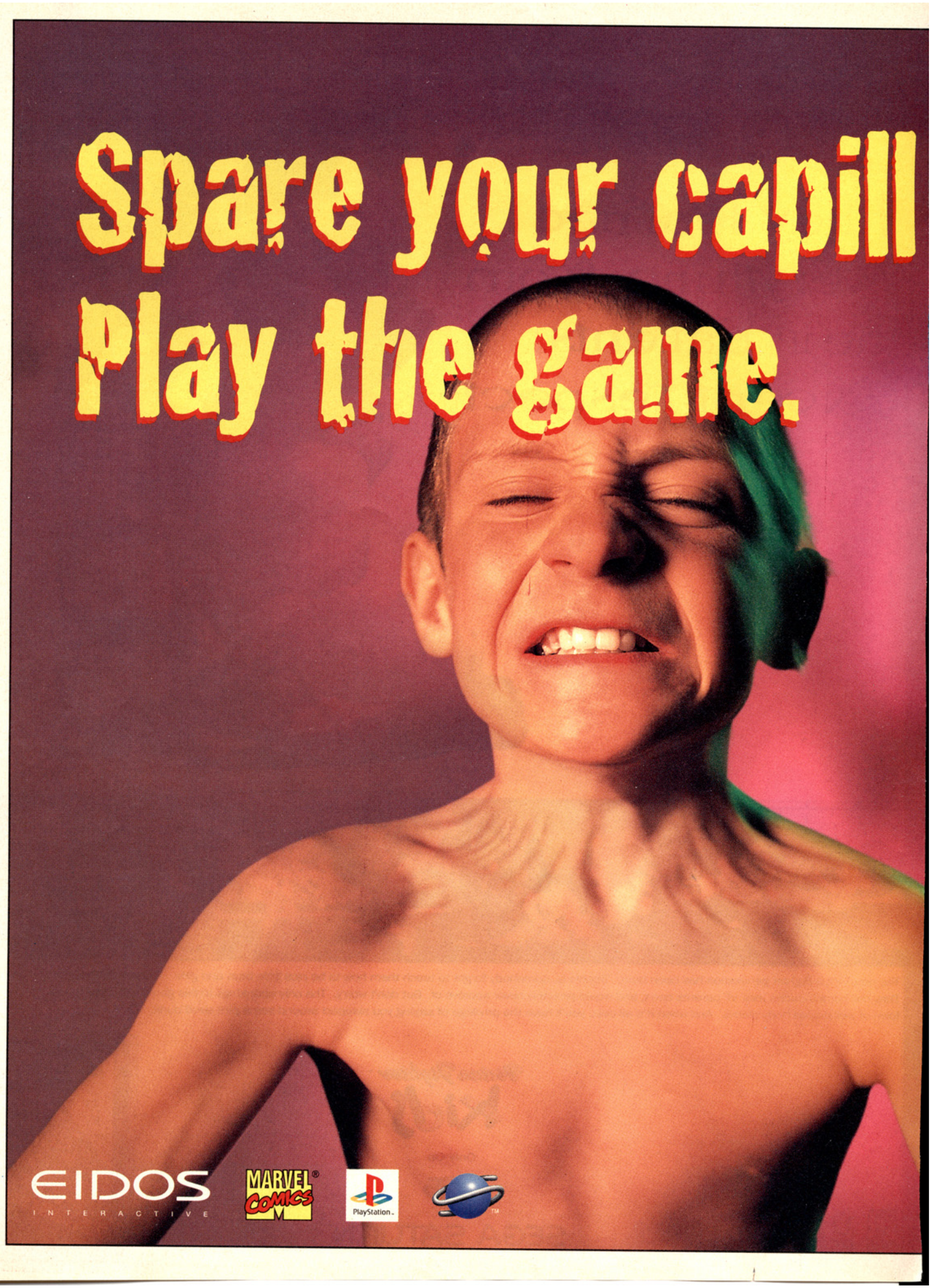
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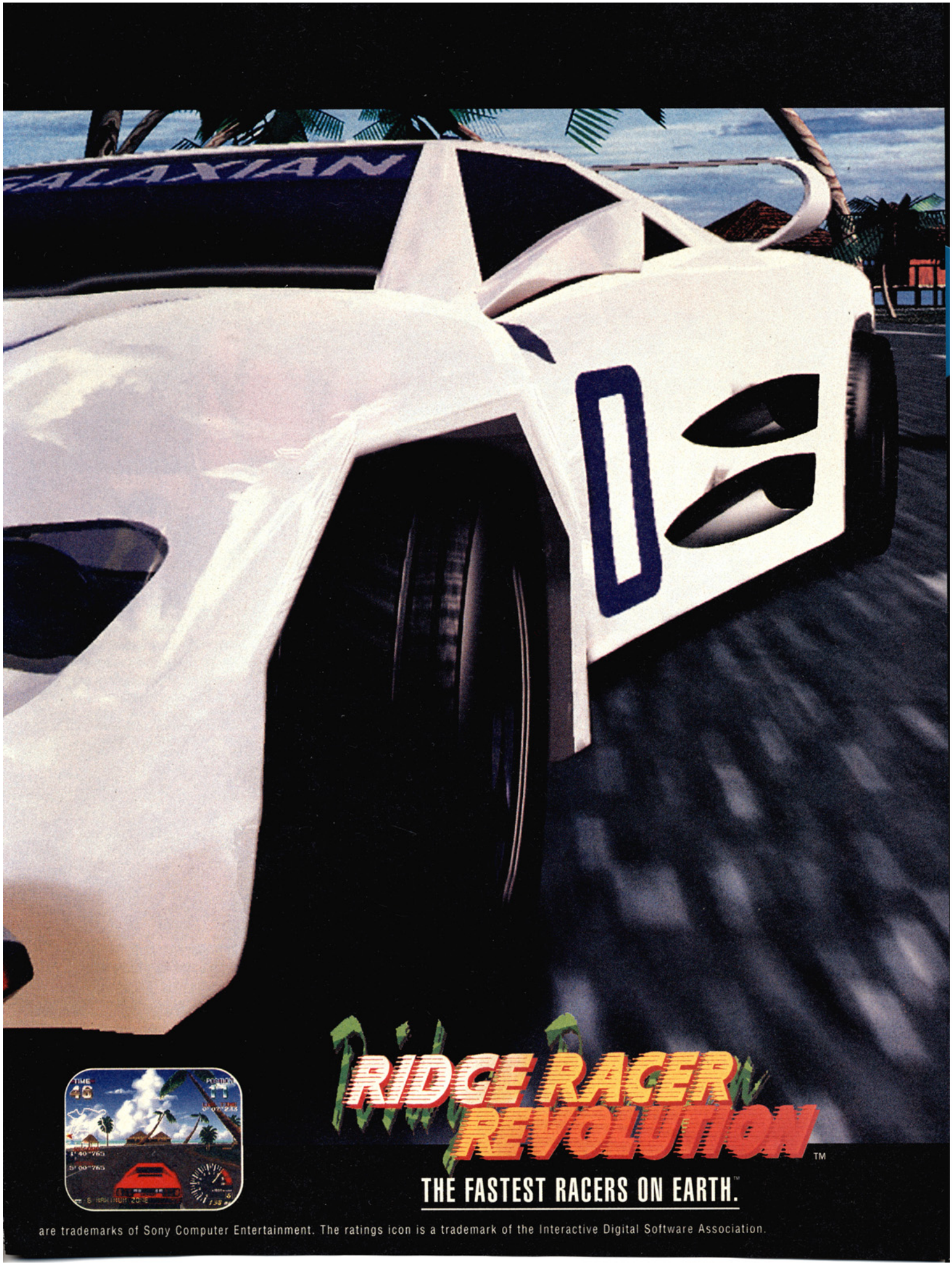

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PREVIEW

Final Doom

(By Williams Entertainment)

By Major Mike

Price not available

Available October

Shoot-em-up

2 players

30 levels

First-person view

Challenge adj Level

Replay? MED

MATURE M AGES 17+

PROTIP: In Level 27 (Ghost Town), the water has the same effect as a toxic pool. Stand in it and you take damage.

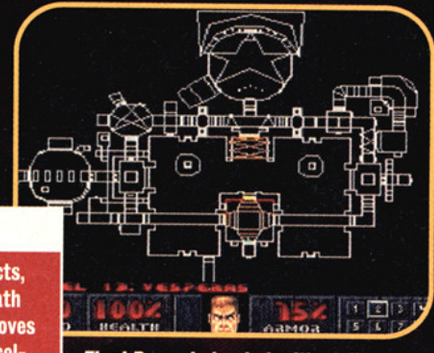
PROTIP: Versus Cacodemons, use the chain-gun or plasma rifle and blast away unmercifully. They'll never get the chance to launch a fireball.

PROTIP: Against the Cyberdemon, run like crazy when he stands still. He fires three rockets consecutively and a direct hit kills you instantly.

Graphics

4.5

Despite graphic break-up, distortion, and pixelization when you get up close and personal with monsters, Final Doom's graphics are to die for.



Final Doom is loaded with sadistic, twisted levels that only a Doom fan could love!

Sound

4.5

All the sound effects, from the fatal death scream to the stomping hooves of the Cyberdemon, are excellent. Although the new music is so subtle you have to make an effort just to hear it, some of the best selections from the first game have been retained.

PROTIP: When dealing with Arachnotrons, use the super shotgun and fire at them as you circle them. Never stand still because their plasma bolts can drop you in seconds.

Control

5.0

The controls are perfect for fast and furious fun. Added mouse compatibility is sure to help PC Doomers.

Fun Factor

4.5

What can you say? Doom's a blast, and this is more Doom, with much harder levels. However, the monsters lack variety, and the best ones only make brief appearances.

PROTIP: This is always a useful strategy: Create confusion by making your enemies attack each other. This saves you the trouble (and ammo) of killing them yourself!

Imitation is the sincerest form of flattery, as Final Doom proves with levels constructed by the game's adoring and fanatical fans!

After one sequel and countless imitations, Doom may be finally closing its gateways to Hell. id Software, the game's developer, claims that Final Doom is the last in this classic corridor-shooter series—at least on the PC. For consoles, Doom 64 (for Nintendo 64) proves otherwise, and for the PlayStation...who knows? If indeed this is the end of Doom, at least it's going out, appropriately, with a bang.

It Ain't Fair, Man!

Final Doom compiles 30 of the choicest levels from the 64 that appeared in the PC version. There are three episodes: Master Levels, TNT, and Plutonia. Each one is filled with huge, perplexing, and sometimes sadistic levels, although they're populated by monsters you've blown away a thousand times before. The emphasis here is on puzzle-solving, and some levels are so complex you'll spend more time searching for the exit than fighting bloodthirsty creatures.

Gamers who've played Doom: Custom PlayStation Edition inside and out may think they've seen it all. However, Final Doom demonstrates that there's some fight left in the classic point-and-shoot formula. In fact, Doom rookies will find this version too difficult. Seasoned vets will find Final Doom a worthy challenge, even if it's not completely satisfying.

Final Critiques

The biggest problem with Final is the game's brevity. Thirty levels are not enough to satisfy the appetite of any Doom-hungry player!

Another shortcoming is that Final looks pretty much identical to its predecessor, with no real modifications made to the adversaries or weapons. Though unfortunately, some of the toughest monsters from the earlier version, like the Mancubus and the Cyberdemon, hardly make an appearance.

This is not to say all the elements mimic the previous Doom's. There are a few new, awesome, eye-candy visual effects such as star-filled skies, cracks in walls, and severed limbs hanging from the ceiling (especially in the aptly titled Human Barbecue level) that add to the creepy atmosphere and enhance the game's mood of, well, doom.

Farewell to Hell?

When Doom hit the PlayStation last year, it was the king of the corridor shooters. Now Doom and Final Doom form the best one-two PlayStation punch to date. However, with other promising Doom-style titles (like Disruptor and Powerslave) lurking in the shadows, Final Doom could very well be the final Doom. G

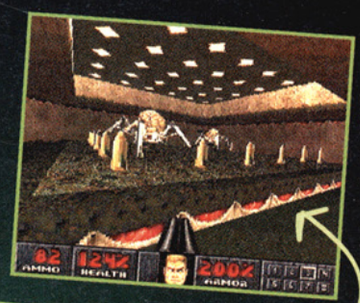
New elements, like holes in walls that are actually doorways, add to the fun.

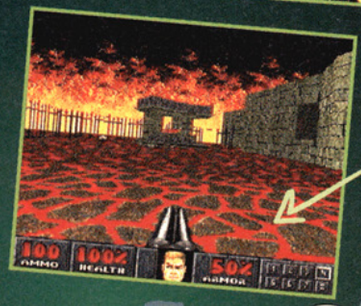
Dangling limbs and other body parts galore this time around!

PROTIP: When you're assaulted by a gang of monsters, first take out the former Marines toting chain-guns, shotguns, or rifles. You can't dodge this weapons fire.

PROTIP: Some walls are phony, so you can actually walk right through them! These are usually safe havens containing valuable items.

PROTIP: Bulldog demons are fine one-on-one—just don't let several of them corner you. One blast from the super shotgun usually does the trick.





THREE EPISODES OF HELL!

Master Levels

Plutonia

TNT

PROREVIEW

Wipeout XL

(By Psygnosis)

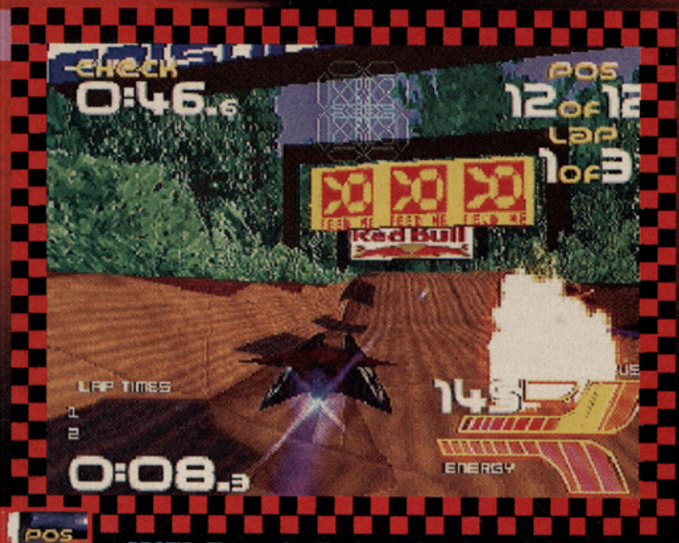
By Air Hendrix

$59.99
Available October
Antigravity racing
2 players (with link cable)
8 tracks
2 views

Challenge adv Level

Replay? HI

KIDS TO ADULTS K-A AGES 6+



PROTIP: Fire quake disruptors from a distance to prevent the track from bucking underneath your craft and slowing you down.

PROTIP: Use the airbrakes to spin your craft into tight turns.

PROTIP: Save a good weapon, such as a rocket, to blast anyone in your path at the finish.

PROTIP: Fire rockets on straightaways because they hug terrain but can't take corners.

Hold onto your helmets, race fans—one of the year's top games is rocketing toward your PlayStation. Wipeout XL redefines racing excitement with electrifying gameplay, smokin' graphics, and silky-smooth controls.

Target Locked

Wipeout XL's antigravity mayhem goes down in time trial races against the clock or in an exhibition-style Arcade mode. Placing first on all six tracks unlocks hidden modes and tracks, and all the original weapons show up to help you battle past the field of 12 racers. The ships also bristle with new armaments like plasma bolts, autopilots, and thunder bombs.

But Wipeout pros will face more than just new tracks: All the ships now sport shields that take damage from firepower and collisions, and only a detour into the pit will keep you charged. There's time pres-

PROTIP: For a powered-up start, hold your Thrust meter steady as pictured above, then nail Button × when the announcer says "Go!"

PROTIP: Maintain high speeds by hitting as many speed pads as possible.

Fun Factor — 5.0

If XL's trappings don't engage you, the riveting edge-of-your-seat gameplay will. And with all the hidden tracks and modes, the thrills won't fade quickly.

Control — 5.0

Struggle no more. A little practice, and XL's refined controls will enable you to glide past the pack.

Sound — 5.0

Kick-butt sound effects and a jammin' techno soundtrack pace the race with futuristic, high-energy audio.

Graphics — 5.0

Wipeout XL raises the bar on PlayStation graphics with impressively smooth, detailed backgrounds and jaw-dropping weapons effects.

PROTIP: Autopilots only disengage when your ship levels out, so use them on twisty sections that force them to last longer.

sure as well—if you're late for the checkpoint, it's game over, man.

The original Wipeout troubled many gamers with its tough-to-master controls, so Psygnosis took pains to remedy that flaw in XL. The fluid steering handles smoothly, and collisions along the side happen more fairly and less frequently.

Gold Medals

Psygnosis enlisted top techno talent to keep the soundtrack thumpin'. Killer tunes by the likes of the Chemical Brothers and Prodigy maintain the intense pace, while the cool announcer updates you on the latest developments in a futuristic, computerlike voice. The unearthly weapons effects, such as the electric sizzle of the shields and the fiery rocket explosions, complete the sweet sounds.

Even better, XL's gorgeous graphics rivet your attention to the screen. Since the original game, the clarity and frame rate have been jacked through the roof, and that shows when you streak past lush rain forests and eerily decrepit train stations. The ships have been remodeled with a sweet new look, including the eye-catching engine flames, and the combat explodes with spectacular new effects like a quake disruptor that buckles the track.

Instant Addiction

With such across-the-board innovations, XL is no mere sequel. The sheer joy of the absorbing racing and combat will glue you to the controller till dawn, and the depth of the gameplay promises many more similar nights. This one's worth saving up to buy the first day it's out. G

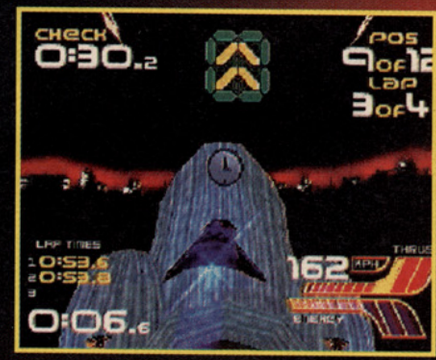
PROTIP: Skip the pit unless your shields are low or it makes a good shortcut around the regular track

PROTIP: Drop mines just as you pass an opponent.

PROTIP: Use plasma bolts when in close—these powerful weapons instantly kill your opponent, but they're difficult to aim.

PROTIP: The angle of your nose is crucial for tight steering on ascents and descents. Always match the angle of the tracks as tightly as possible.

PROTIP: To keep from being passed, fire as soon as you have a rear lock with a missile.



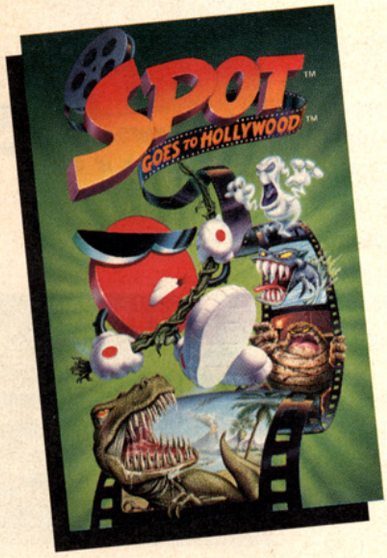
PROTIP: Max out your air on jumps by holding Down. You'll often pass a few ships with this tactic.

HE'S FLIRTING

"Hey, she came on to me first."

WITH DISASTER!

SPOT™ GOES TO HOLLYWOOD™



Pirates, piranhas, monsters and mutants. SPOT's somehow managed to land himself in a world made of movies. Even his agent can't help him now. Can you? In the movie-spoof worlds of classic blockbusters, westerns, Kung Fu, UFO's and a whole bunch more, the player's job is simple: keep SPOT alive long enough for him to "do" lunch. Not become lunch.

- Over 20 levels of arcade-style action and puzzle gameplay
- 20 minutes of integrated cinematics
- Rich, vibrant graphics with isometric viewpoint and 3-D rendered worlds
- CD-quality sound

Virgin Interactive entertainment

Burst

PlayStation™

SEGA SATURN™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

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PREVIEW

Star Gladiator

(By Capcom)

By Art Angel

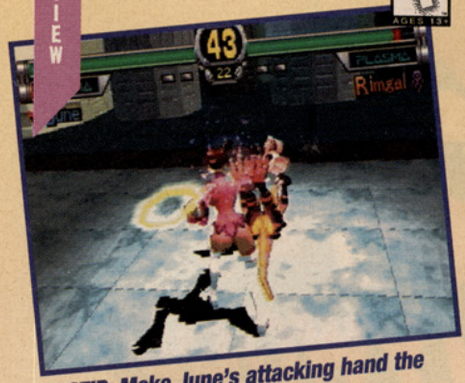
Replay? HI

Challenge adj Level

$65.95 Fighting

Available November 2 players

TEEN T AGES 13+



PROTIP: Make June's attacking hand the size of an anvil! Come in close to an opponent, simultaneously press LP and RP, and before she performs her throw, press Guard and Kick.

PROTIP: As the sword-wielding Gerelt, tap LP, LP, RP, LP, LP and continue tapping LP. The multihit combo leads into the Lightning Scarlet for even more damage!

PROTIP: Use the Training mode extensively to practice the timing of explosive Plasma Combos—they're the key to success against good Star Gladiator players.

Star Gladiator mixes elements of other 3D fighting games like Toshinden and Soul Edge with original concepts from Capcom's endless Street Fighter resources. Its visual appeal and outstanding control will put other 3D games on their backs. Now we're wondering: Can Street Fighter 3D be far behind?

PROTIP: Practice dodging and countering attacks. You'll live longer in tough battles.

This futuristic weapon-based fighting game features weird, mutant characters with a vast array of attack moves and counters, many of which are reminiscent of Street Fighter 2 and its sequels. In all, you can choose from nine dynamic characters (and three secret characters that appear randomly). Beat your opponents into submission with cool-looking super moves and devastating Plasma Combos, then slash, kick, and strike down the galaxy's fiercest fencers on your way to Bilstein, the evil genius who originally created the plasma weapons for world domination.

Those of you who've waited for true 3D combat will be content with the home translation of Capcom's arcade hit, Star Gladiator. For your patience, you'll be rewarded with a great fighting game. G

PROTIP: As the psychic, Gore, press Down three times and watch his size increase.

PROTIP: June brings back memories of the Hurricane Kick. Motion ↓ ↙ ← and press Kick twice for her fast, effective Double Camel Kick.

PROTIP: Gamof's Gamo Screw (motion → ↘ ↓ ↙ ← and press Kick) looks just like Zangief's Pile Driver—and it's just as deadly.

Graphics

4.5 Unique character designs and sharp background graphics set this game apart from most 3D fighting games. Freeze-frame finishing moves keep you coming back for more.

Control

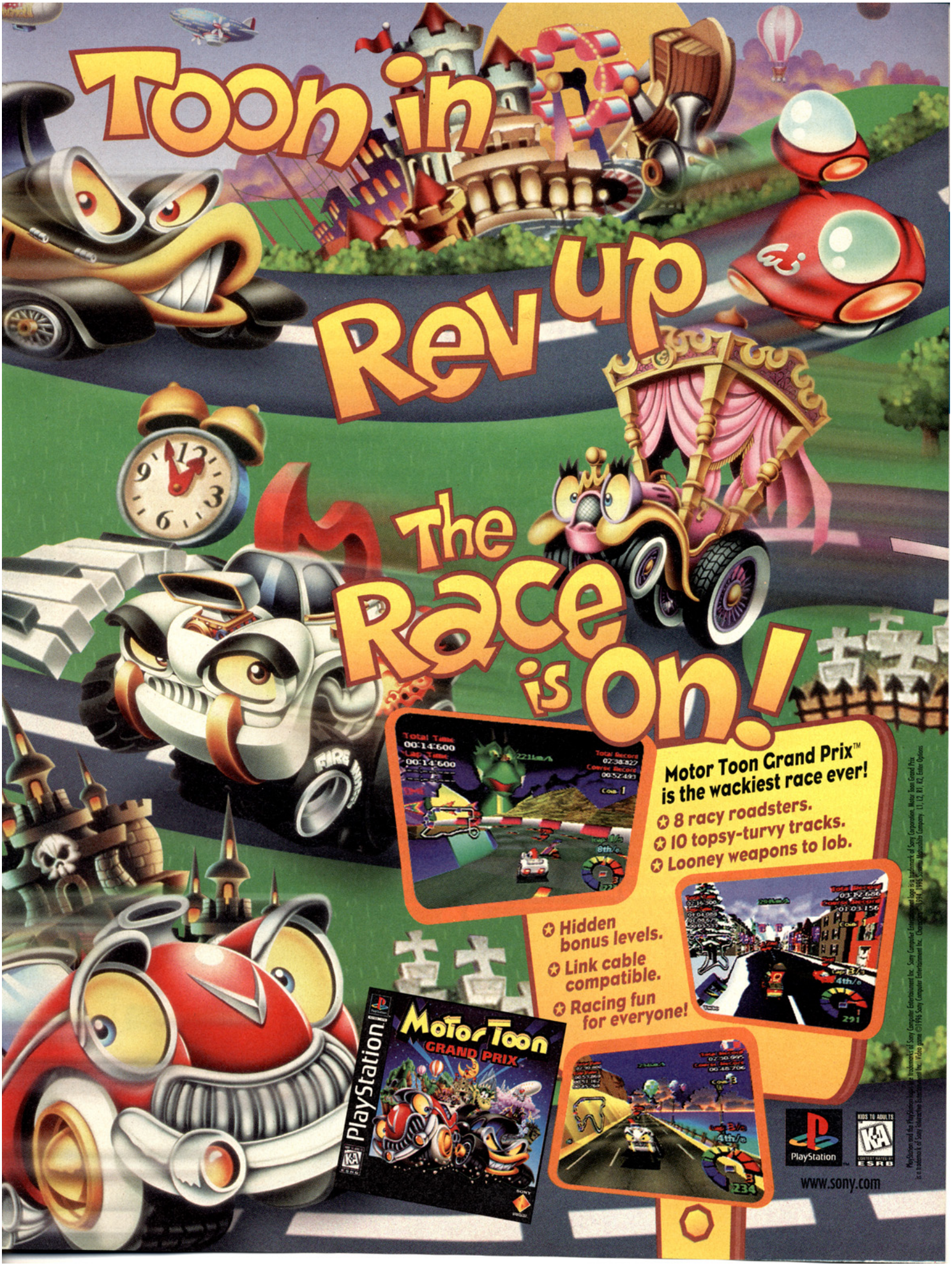
4.5 Special moves and counters require some practice, but the controls in general are quite responsive, especially blocking. If you go for the big blow and miss, blocking will become your natural ally.

Sound

4.5 Bone-crunching axes and air-slicing swords sound nice and crisp. Although some characters' ground attacks sound more like duds than thuds, the sound of special attacks will be music to your ears.

Fun Factor

4.5 The one-player Arcade mode isn't challenging at the default settings, so try playing it a few notches up. The real thrill, however, is pulverizing your friends, especially with multihit combos.


Toon in
Rev up
The Race is on!
Motor Toon Grand Prix™ is the wackiest race ever!
8 racy roadsters.
10 topsy-turvy tracks.
Looney weapons to lob.
Hidden bonus levels.
Link cable compatible.
Racing fun for everyone!
Motor Toon
GRAND PRIX
PlayStation
www.sony.com
KIDS TO ADULTS
ESRB

PROREVIEW

Street Fighter Alpha 2
(By Capcom)

By Bruised Lee

$59.95
Available October

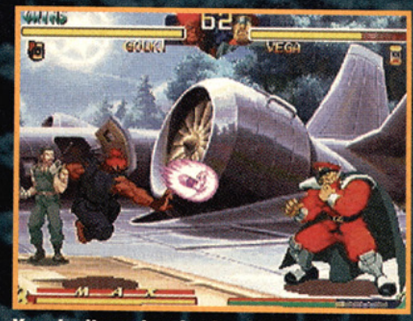
Fighting
2 players
Side view

Challenge adj Level

Replay? HI

TEEN T AGES 13+

STREET FIGHTER ALPHA 2



You don't need codes to play as the bosses! The evil Akuma, the powerful M. Bison, and Dan are already in the lineup.

PROTIP: The proper way to perform Chain Combos is to time each move one after another.

Control

5.0

Capcom's fighting equation: Alpha 2 + Solid controls = Perfection. If you can't pull off the moves, you're either doing them wrong or you're using a substandard controller.

Graphics

5.0

The new backgrounds clearly stand out with sharp details and colors that are more vibrant than the first version's. All the characters retain their smooth animations from the original SFA.

Sound

4.5

All the fighting voices and sound effects are excellent. It's disappointing, however, that you're stuck with the remixed music, with no option for the original tunes.

Fun Factor

5.0

Alpha 2 is designed for fighting enthusiasts. Beginners can prevail using the helpful Training mode, while experts sweat it out with eight difficulty settings.

Street Fighter Alpha 2 continues Capcom's record of successful arcade-to-PlayStation conversions, offering the biggest lineup in the series yet, with 18 selectable fighters. Joining the 13 SFA combatants are old veterans Dhalsim and Zangief and newcomers Sakura, Rolento, and Gen.

Capcom didn't just throw gamers a quick bone with new fighters; two new combo systems have also been added. Linking moves have been replaced by original SF chain combos, and also new are Custom Combos that work off the Super bar. Custom Combos provide fighters with a speed burst, enabling them to chain attacks and special moves together for several hits, but only for a limited time.

This version includes a training mode, a shortcut load-time feature, and extra turbo settings that dust the speed of the arcade version.

Alpha 2 is nothing less than a perfect arcade-to-home translation. The additional fighters are great and the new combo systems enhance the gameplay. G

PROTIP: Use Zangief's Spinning Lariat to counter projectiles and hit your opponent. (For a list of moves and combos, see "The Fighter's Edge" in this issue.)

Starting Cross-Up Combos

PROTIP: An easy way perform a cross-up combo is to start by sweeping your opponent (hold Down and tap Roundhouse Kick).

PROTIP: After you knock down your opponent, jump in deep and tap Forward Kick to start the cross-up.

Bruised Lee's vision of what SFA 2 would look like as a multiplayer game!

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KIDS TO ADULTS
CONTENT RATED BY ESRB

PlayStation™

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JALECO™

PROREVIEW

Project Overkill

(By Konami)

By Air Hendrix

Price not available

Available now

Shoot-em-up

1 player

50+ levels

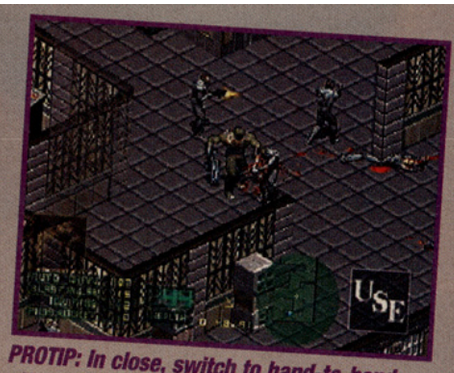
¾-overhead view

Replay? HI

Challenge adj Level

MATURE M AGES 17+

PROJECT overkill



PROTIP: In close, switch to hand-to-hand attacks to save ammo and to connect with your foe more quickly.

Project Overkill, a flawed but engaging Loaded-style shoot-em-up, is set in a distant future where corporations squabble over planetary territory. You're strapped into the boots of a four-person mercenary squad assigned to obliterate the competition. The faint of heart need not apply—this gorefest erupts with blood. It splashes across the walls, spurts from bullet-ridden corpses, and even sticks to your feet, leaving footprints behind.

PROTIP: Until you master the aiming, fire in short bursts to conserve ammo.

PROTIP: Clear out a crowd by setting down one of Kreeg's lethal autoguns.

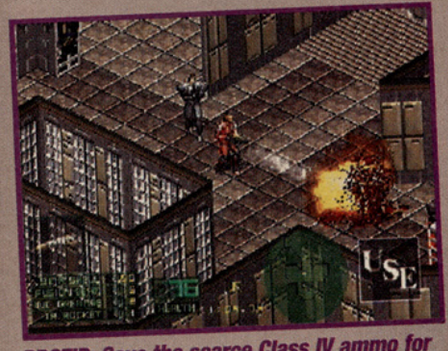
PROTIP: Always hug the walls to check for out-of-sight power-ups.

PROTIP: Keep an eye out for unusual patterns on the walls. They're often secret doors that can be shot open to reveal hidden areas.

PROTIP: Jendryk's stealth abilities enable him to sneak right up behind an enemy.

The awesome weapons give you plenty of opportunity to spill that blood as you go about slaughtering your foes and demolishing key equipment. Overkill's raucous gameplay supplies fierce action, serious challenge, and never-ending levels. But the fun's marred by problematic controls, and the limited perspective narrows your line of sight during combat.

While Overkill doesn't best Loaded, it delivers a fresh dose of mayhem that should entertain action fiends for quite some time. G



PROTIP: Save the scarce Class IV ammo for getting out of tight spots.

Graphics

3.0

The levels shine with impressive variety and tiny but fluid characters. However, without cool touches like Loaded's awesome lighting, Overkill's look leans more toward 16-bit standards.

Control

3.0

Much of Overkill's challenge comes from mastering its frustrating controls. Aiming's nightmarishly tough, and basic moves like running, strafing, and jumping are M.I.A.

Sound

4.0

The sounds set a murderous tone with grim, spectral music and realistic but unremarkable weapon effects. The grunts and groans tend toward the cheesy, though.

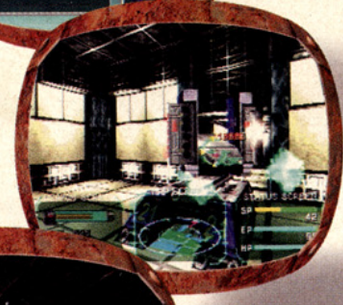
Fun Factor

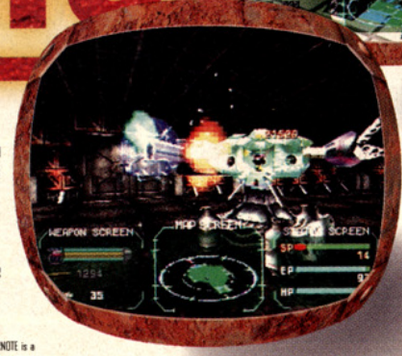
4.0

Killer weapons, buckets of blood...Overkill's relentless carnage and unending levels will satisfy the most frenzied action gamer—if its sizable flaws can be ignored. Rent this one first to make sure its quirks don't cool your bloodlust.

The danger is back. And it's contagious.

EPIDEMIC™





A deadly virus has ravaged the land. Humanity is forced underground—and into a tyranny of a different kind. The race to **find a cure** is on. And the conspiracy to stop you is on your tail.

Infection is spreading as you tear into action against an endless stream of enemies in mind-bending 3-D. Devise your strategy with tons of weapons, special power-ups and increased precision controls because the fever is coming. **Catch it.**

PlayStation™

KIDS TO ADULTS
CONTENT RATED BY ESRB

SONY COMPUTER

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PLAYSTATION

PREVIEW

Grid Runner
(By Virgin)

By Johnny Ballgame

$59.95
Available October
Capture the Flag

2 player
16 Stages
¾-overhead view

Challenge Level: Hot

Replay? HI

KIDS TO ADULTS AGES 6+ KA

GRID RUNNER

PROTIP: Learn strategy by playing one-player games first. Then you'll be ready to handle two-player battles.

Grid Runner pumps new levels of adrenaline and intensity into the simple game of capture the flag.

Sixteen stages with multiple sub-areas and bonus levels are enhanced by menacing alien monsters and ever-increasing levels of difficulty. You weave your way through different mazes as you try to touch the specified number of flags and change them to your color before your opponent does the same. The tantalizing twist occurs when you tag your opponent and make him "it." This prevents him from touching any flags until he tracks you down and, through whatever means necessary, tags you back. The chase is on, and every game is a unique battle of strategy at a feverish pace. G

PROTIP: Use slow downs to catch up to your opponent.

PROTIP: After tagging your opponent, drop mines behind you to slow him down.

PROTIP: Save your teleports until you are about to be tagged, then disappear from sight. You will be easy prey if you run out.

PROTIP: Build bridges across empty spaces, but cross them fast because they evaporate after a short time.

PROTIP: Don't waste time looking for power-ups. Capture the first flag immediately or you'll play catch-up the rest of the game.

Fun Factor

4.5

Be prepared for some explosive excitement, especially with two-player head-to-head heart-attack action. Grid Runner will provide hours of thrilling, trash-talkin' good times.

Sound

4.0

The sound captures all the blasts and explosions of the gameplay, mixing in a techno beat to give the game an otherworldly feel.

Graphics

4.0

A cool rendered opening is followed by crisp sprites and detailed arenas. The variety of sizes and shapes in the mazes is a plus, although the small two-player split-screen game is hard on your eyes.

Control

4.5

You're armed with lasers, mines, teleporters, speed bursts, and slow downs—all easy to access with smooth controls. You can even build bridges to grab flags in hard-to-reach places.

Win Cool Prizes!!!

GAMEPRO

1st Prize: The game of your choice

2nd Prize: An original video game character sketch of your choice by Dr. Zombie

Ten Runner-up Prizes: A GamePro T-Shirt

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Your name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

Phone _____

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The Cover	All / Some / None	5	4	3	2	1
Letter from the GamePros	All / Some / None	5	4	3	2	1
The Mail: Head 2 Head	All / Some / None	5	4	3	2	1
Art Attack	All / Some / None	5	4	3	2	1
Buyers Beware	All / Some / None	5	4	3	2	1
ProNews	All / Some / None	5	4	3	2	1
The Cutting Edge	All / Some / None	5	4	3	2	1
GamePro Online	All / Some / None	5	4	3	2	1
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Nintendo 64: What's Next?	All / Some / None	5	4	3	2	1
Acclaim: In Our House	All / Some / None	5	4	3	2	1
Return of the Scream: Sega Gamers' Day	All / Some / None	5	4	3	2	1
Sneak Previews	All / Some / None	5	4	3	2	1
PC GamePro	All / Some / None	5	4	3	2	1
Hot at the Arcades	All / Some / None	5	4	3	2	1
PlayStation ProReviews	All / Some / None	5	4	3	2	1
Saturn ProReviews	All / Some / None	5	4	3	2	1
The 16-Bit Gamer's Survival Guide	All / Some / None	5	4	3	2	1
Sports Pages	All / Some / None	5	4	3	2	1
Role-Player's Realm	All / Some / None	5	4	3	2	1
Super Mario 64 ProStrategy Guide	All / Some / None	5	4	3	2	1
The Fighter's Edge	All / Some / None	5	4	3	2	1
SWATPro	All / Some / None	5	4	3	2	1

2) What game systems do you currently own?

- ❑ 3DO
- ❑ Game Boy
- ❑ Game Gear
- ❑ Genesis
- ❑ Macintosh computer
- ❑ Neo•Geo
- ❑ Nintendo 64
- ❑ PC
  - ❑ Windows 95
  - ❑ Windows 3.1
  - ❑ CD-ROM
- ❑ PlayStation
- ❑ Saturn
- ❑ Super NES

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- ❑ Die Hard Game Fan
- ❑ Electronic Gaming Monthly
- ❑ Electronic Gaming Monthly 2
- ❑ GamePro
- ❑ Next Generation
- ❑ Nintendo Power
- ❑ Tips & Tricks
- ❑ Video Games
- ❑ Ultra Game Players

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1196

PREVIEW

Spot Goes to Hollywood

(By Virgin Interactive Entertainment)

By Scary Larry

$59.95	1 player
Available now	17 levels, 3 bonus rounds
Action/adventure	¾-overhead view

Replay? MED

KIDS TO ADULTS AGES 8+

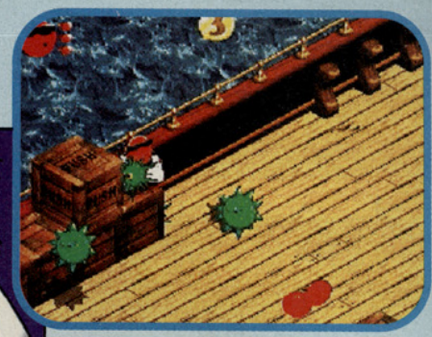
Challenge adv Level

Everybody's favorite soft-drink spokesman is back in his own 32-bit game. Spot Goes to Hollywood tries hard to show up the other platform pretenders, but it falls short due to massively difficult controls.

In Spot, you hop and shoot through 20 levels, collecting Spot Dots as you battle a huge and colorful variety of cartoon enemies. Among them are sniffing sharks and gun-slinging cows, all beautifully illustrated on the PlayStation.

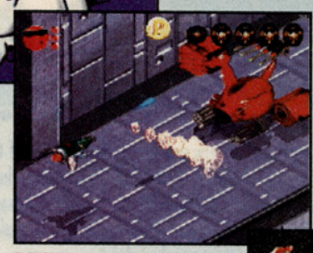
The settings are as imaginative as the enemies. You romp through adventure, horror, and pirate sets, along with three bonus areas. In addition to shooting enemies, you also ride a mine cart, down space ships, and collect stars to access the bonus rounds.

It's a great time—if you can learn to control the squirrelly Spot. Even with the ability to configure the control pad, you may find Spot accidentally jumping the wrong way. For example, pushing Right on the control pad makes Spot go forward, which would be fine if this were a side scroller, but in the ¾-overhead view, making accurate jumps becomes very frustrating. However, if you master the controls, Spot rewards you with a great-looking, funny game. G



PROTIP: If you get to a spot that has a box marked "Push" and you go the wrong way, move off the screen, then come back and try to push the box again.

PROTIP: Don't be so hasty to shoot items. Stand away from carrier items like crates and urns. Enemies lurk inside.



PROTIP: In It's Full of Stars, keep your finger on Button X so your craft hovers. This allows you to hit hard to reach vulnerable areas on bosses like this metallic monster.

PROTIP: In Laboratory Torment, try to reach higher ground by tightening the torture rack and springing off the bodies.

PROTIP: Check the bookcases in the haunted house. There are secret areas behind them.

PROTIP: Pick up glowing Spot Dots in the order in which they glow to collect the bonus.

PROTIP: In Lost Ruins, rid yourself of these large stone statues by igniting bombs near them. Collect the B icon, then blast away to uncover secret areas, which usually hide power-ups.

Graphics

4.5

Great little touches, like the Lion King-esque boar that gets served up as an entree when you shoot it, make the game as funny as it is gorgeous. The graphics are well animated and the backgrounds are impressive.

Control

2.0

Spot's controls suck. You'll realize it the minute you pick up the controller. It's a shame that this good-looking, great-sounding game is so drastically unplayable.

Sound

5.0

The sound is the best part of this game. Movie-quality scores enhance the action, and even the sound effects bring this game to a new audio level.

Fun Factor

4.0

Spot's a fun game to play once you practice and master the controls. Unfortunately, if your patience level is low, it won't be long before you'll be looking for a bottle of Spot remover.

MotorToon Grand Prix 2

(By Sony)

By Doctor Devon

Price not available
Available now
Racing
2 players
5 tracks
Multiple views

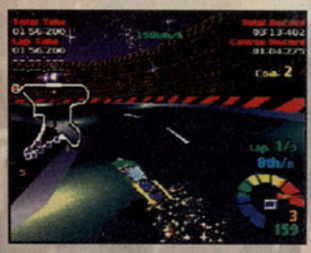
Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

Replay? MED

A racer with "toon" in the title may sound silly, but don't sell MotorToon Grand Prix 2 short: It's slick, fast, and, yes, goofy fun for real race fans.

MTGP2 has a lot of style. As in cartoons, the game's eight flexible vehicles stretch as they careen around the corners of the five colorful tracks. The racing scenario isn't as sophisticated as in more serious racers; for example, you can't upgrade your car. Despite this drawback, though, this game gets intense. Gentlemen, start your Toons! G



PROTIP: For smooth handling and great cornering, choose Princess Jean's car. By contrast, the Penguins' vehicle is one of the hardest to steer.

PROTIP: The aerial view offers a good look at the scenery, but ultimately it's too hard to race in that perspective.

PROTIP: The key to winning is driving over the red chevrons to get the speed bursts that propel you past the leaders.

Graphics

4.5

The graphics are the best part, even though there are no wrecks. The clear track of Crazy Coaster and the fine intro footage make glittering eye candy.

Sound

4.0

Bubbly music, humorous voices, and lots of boingy sound effects contribute nicely to the cartoon atmosphere.

Fun Factor

4.0

Take these uncomplicated Toons to the track for an interesting new take on traditional racing. You'll have fun fun fun till your daddy takes the T-Bird away.

Control

3.0

Wacky power-ups (like a two-ton weight) juice the fun, though choosing them from the spinning menu and using them can be awkward. The cars can also be tough to maneuver.

Floating Runner

(By T•HQ)

By Coach Kyle

$49.95
Available now
Action
1 player
7 worlds
Behind-the-runner view

Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

Replay? MED

When gripping action games like Resident Evil have left you drained, you might take a gentle jog through Floating Runner's colorful worlds. The gimmick here is that your hop-n-bop hero doesn't float, the ground does. The game sends you running, jumping, and shooting across imaginative landscapes that can become narrow strips of airborne platforms. The simple shooting may add up to a few hours of buoyant fun for younger players. G

PROTIP: Use your Roll move (Button R1 or R2) and not your jump to move side to side across these tricky high beams.

Fun Factor

3.0

Floating Runner is a lightweight, totally inoffensive, and uncomplicated game. This disc is for your kid brother or sister to play until Barney comes on.

Control

3.0

There's not much to do besides run, jump, and shoot. Your jump can be imprecise, especially when you're leaping across several small platforms.

Graphics

3.5

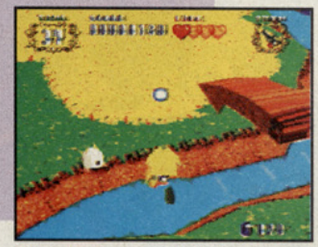
Rainbows of color fill the screen, giving the game a real cartoon-fantasy quality. The small polygon-based heroes and villains, however, are ill-defined and lack personality.

Sound

2.5

Bouncy music, cute sound effects, and simple "Yeah!" voices relegate this cheerful game to "young gamer" status.

PROTIP: When enemies charge you, use the Roll move to get out of the way, then turn and nail 'em.



PROTIP: You can't pick up enemies' points if they fall into the water after you shoot them.

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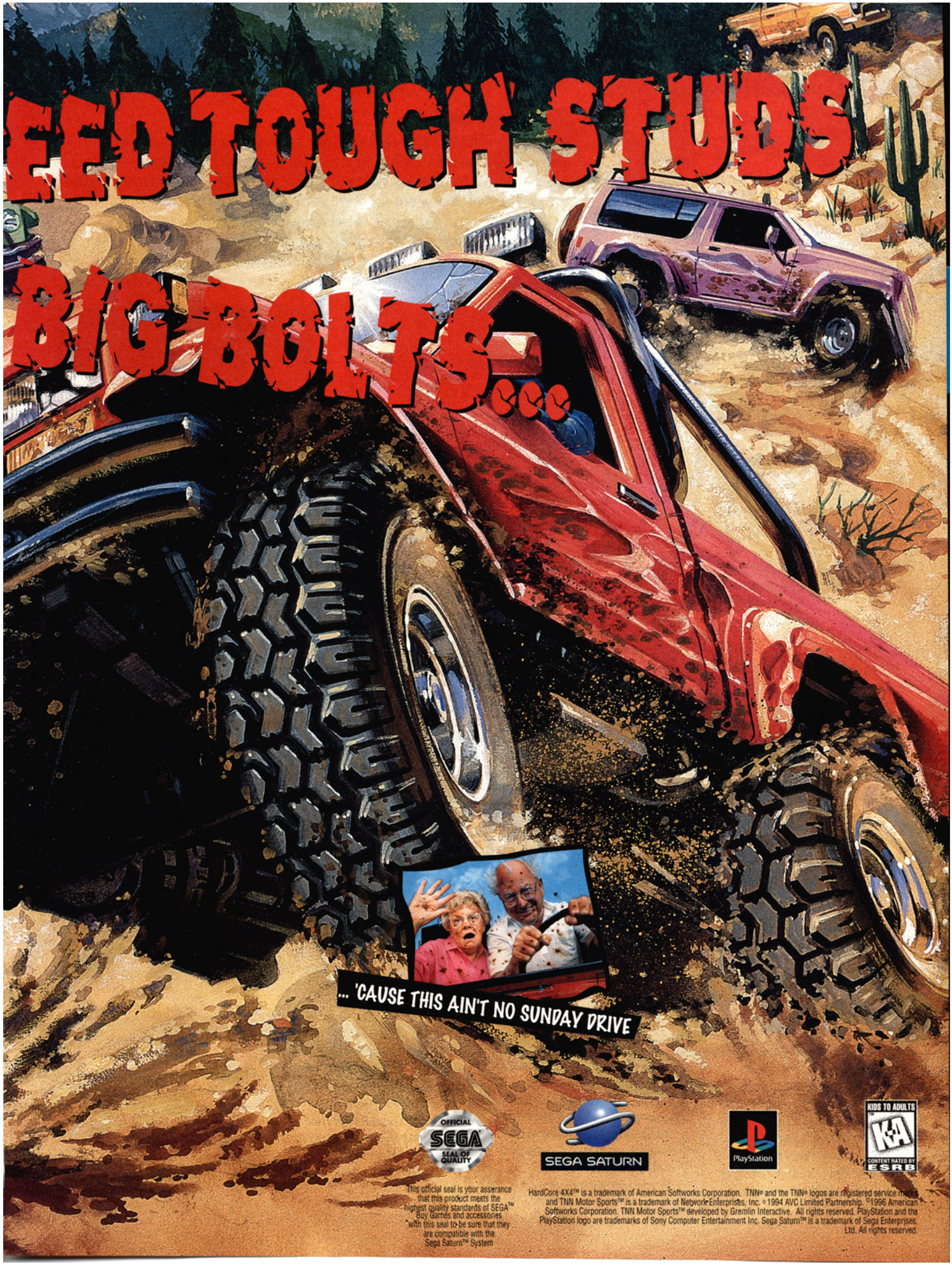
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SEGA SATURN
PlayStation
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
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SATURN

PROREVIEW

Powerslave
(By Playmates Interactive Entertainment)

By Scary Larry

Replay? HI

$59.95
Available now

Corridor shooter
1 player

Challenge Fair Level

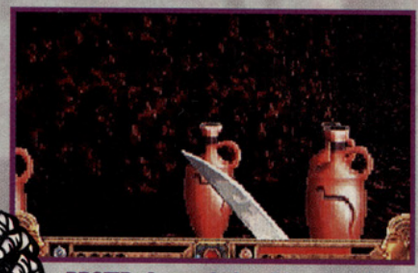
TEEN AGES 13+

Move over, Doom! Powerslave is a fresh clone of the corridor-shooting engine. It's sports a unique theme and the red-hot itchy-trigger-finger action that shooters love.

A Twitch of Fate

Powerslave features many elements long admired by fans of this genre: massive weapons, side-to-side strafing, hidden areas, and non-stop shooting. And there's more—you can look up and down, and you can jump to different ledges. Twitch gamers (fans of Doom, Duke Nukem, etc.) may also find that they enjoy the Egyptian flavor that permeates Powerslave like embalming herbs.

The premise will seem standard to this Indiana Jones-lovin' generation—you are an adventurer seeking wealth and glory in the tombs of Egypt, only to come across a haunted pyramid. The undead minions begin their march into the outer world,



PROTIP: Ammo is hard to come by. Conserve it by using the machette to destroy barrels, urns, fire pots, and other small containers.

PROTIP: Throw bombs at any suspicious-looking spaces or discolorations in the wall. Most likely they're hidden areas.

PROTIP: After acquiring the Sobek Mask, you can swim underwater for a limited time. Arm the machette before swimming into battle against the deadly piranha.

PROTIP: You'll hear the falcons before you see them (they blend into the scenery). Just shoot straight ahead with the pistol when you first hear them—you'll hit them from across the screen.

POWERSLAVE

Graphics
5.0

The graphics shine thanks to some innovative programming. You've never seen light-sourcing and special effects on the Saturn like this. Watch the hallways glow as an energy ball comes screaming at you, and you'll soon be a slave to this game.

Sound
5.0

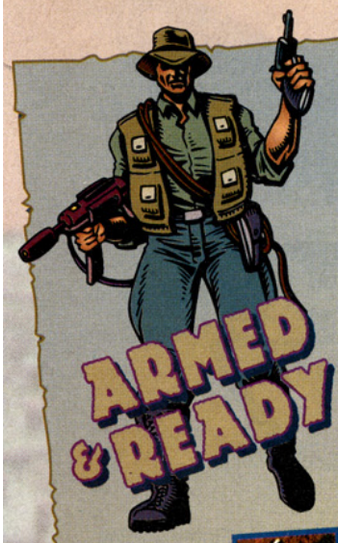
The sounds hypnotize with some Ramses-rave house sounds. But if the pyramid muzak doesn't catch you, the solid explosions and death screams will.

Control
5.0

Smooth scrolling helps the fluid controls, which are limited to four buttons—shoot, switch, command, and jump. You can also look up and down with little difficulty.

Fun Factor
5.0

Get your trigger finger primed, because Powerslave will test the shooting skills of all gamers. If you've plowed through Doom and you're looking for more bodies to bag, check out Powerslave.



Machete

A slow but methodical weapon, the machete is good for breaking open jars and crates. Surprisingly, it's also very effective against the mummies.

M-60

This is the best weapon against the wasps, but its range is sometimes sketchy. It's also good at close range against the temple guards.

Flame-thrower

Great at close range, the flame-thrower will take out almost any enemy, but the ammo runs out quickly.

Pistol

The pistol works well for opening crates, and it's also effective against the crabs and eagles.

Anun Bomb

This bomb has great range (hold down the button for distance), but if you miscalculate and it goes off near you, you're in serious trouble.

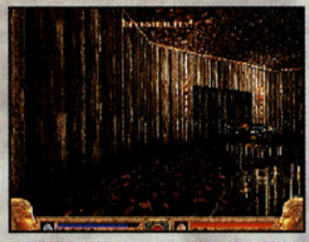
and you are their last obstacle.

You travel a ton of Nile miles—from the sanctuary of the Pharoah Ramses to smoothly illustrated underwater levels, and even to the depths of a raging volcano! All the scenes are gorgeously rendered, with smooth texture-mapping and distinctive backgrounds (non-existent in simple corridor shooters like Kileak).

The Slave Remains the Same

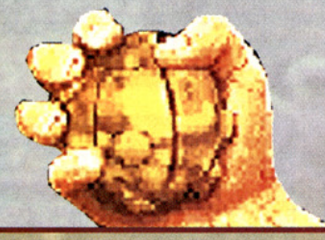
The enemies are the game's weak spot. You'll see falcons, crabs, piranha, mummies, and loyal subjects of the Pharoah, but not much else. More variety could only have improved this otherwise stellar game.

Powerslave should wake up some people: This awesome Saturn shooter combines puzzles, pyramids, and pulse-pounding excitement into one tight package, all using the Saturn's processors like no game has before. Doom better get to steppin', because Powerslave is ready to kick it! G



PROTIP: When you acquire the Invisibility talisman, quickly explore as much of the area as you can. You'll go undetected, and you can always come back with guns a-blazin'.

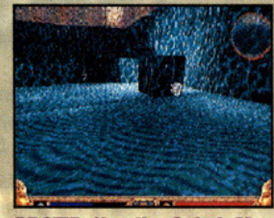
PROTIP: Don't stand next to fire-pots—they explode and inflict damage. Shoot them from a distance.



Sandals of Ikunptet

PROTIP: You can find the Sandals in the Karnak Sanctuary. When you find them, you can jump huge gaps and reach higher ledges.

Sobek Mask



PROTIP: Use the Sobek Mask to breathe underwater for a short period of time. You can find it in the Sobek Temple.

Shawl of Isis

PROTIP: Use this magical shawl to float down into deep pits. If you've fallen into one and died earlier in the game, go back and use the shawl to search it again.

PROREVIEW

Street Fighter Alpha 2

(By Capcom)

By Major Mike

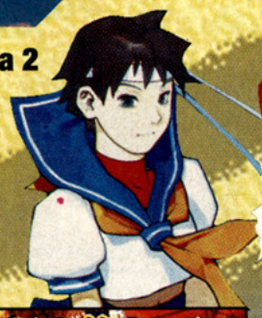
Replay? HI

$59.95
Available October

Fighting
2 players
Side view

Challenge Level: Int

TEEN T AGES 13+



PROTIP: Be careful when you use a Custom Combo. Once you activate one, you can't jump, you're stuck facing one direction, and you can't turn around until the move wears off.

Graphics

4.5

The sprite-munching Saturn has no problems with the fighter animations: All the backgrounds, such as Sakura's tranquil home, have been perfectly translated from the arcade version.

Sound

4.5

The new music is excellent, as are the various smacks and other collision sounds. The announcer, however, sounds tinny, as if he were talking into an empty can.

Control

4.5

The Special and Super Moves are easily executed. The only drawback, however, is the Taunt move, where you must press the top L and R buttons simultaneously.

Fun Factor

4.5

Alpha 2 has everything a good SF translation needs: Great controls, looks, combos, and special moves. Chalk up another winning home-to-arcade translation!

How long can Capcom reinvent the Street Fighter series before the well runs dry? Maybe forever! Street Fighter Alpha 2 proves the big "C" still has the stuff to turn out another topnotch addition to this classic fighting-game series.

So what's new in Alpha 2? Zangief, Dhalsim, Sakura, Rolento, and Gen have been added. Also now selectable are Alpha's two boss characters, Akuma and Bison, and a hidden character, Dan.

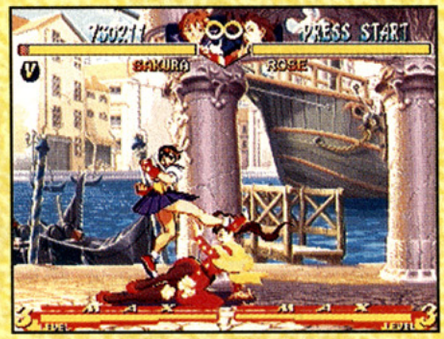
Cool new techniques, particularly the Custom Combo, enhance the gameplay. Custom Combos begin with a Super Move followed by Special Moves you can bust consecutively and without delay. These combos enable you to pummel an opponent for a limited time. Alpha 2 also loses Alpha's Linking Combos.

In the "old but new" department, Alpha 2 returns the superb Training mode from the first home version. You also get eight turbo speeds.

Street Fighter fans can rejoice—Alpha 2 is another excellent arcade translation. G

Eighteen fighters in this SF lineup!

Just like with the Super Moves, if you finish an opponent with a Shadow Move you get a flashy finish—this time the burst is blue!



PROTIP: Although the controls for Sakura's moves are executed the same as Ryu's, they have different effects. For example, Sakura dashes before her uppercut, and her Hurricane Kick arcs.

TEN THINGS TO REMEMBER WHEN YOU'RE GOING TO PLAY IN THE NATIONAL FOOTBALL LEAGUE™

1. If you dislocate something, put it back.
2. Kickers aren't football players. They're kickers.
3. If referees could see everything, instant replay wouldn't be an issue.
4. Don't let your center eat chili at pre-game meals.
5. If you get injured for a game, dress posh for the sidelines.
6. The only thing that can move an offensive linesman is a defensive linesman.
7. Ahead by one, go for two. Ahead by two, go for one.
8. End zone break-dance moves always make the highlights.
9. Astroturf is excellent for miniature golf courses.
10. Ronnie Lott retired.

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1 to 2 player game unless used with 6player adapter

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SATURN

PROREVIEW

Alien Trilogy
(By Acclaim)
By Scary Larry

$59.99 | 1 player
Available now | 36 stages
Corridor shooter | First-person perspective

Challenge Level: Int
Kids to Adults: KA, Ages 6+
Replay?: HI

ALIEN TRILOGY

It's about time the Saturn got a quality game that's a worthy rival to its PlayStation counterpart. Although Alien Trilogy suffers when compared to the stellar Powerslave, it's still as good as (if not a little faster than) the PlayStation version.

The premise hasn't changed: You play as Ripley, blasting xenomorphs like face huggers and alien warriors while trying to accomplish mission objectives. Some missions are as mundane as collecting ID badges, while others require finding and disabling well-hidden switches.

Unfortunately, the premise isn't the only thing that's unchanged. The levels are also exactly like those in the PlayStation version, and the sound effects and cinematics are the same as before, but not as crisp. Still, the thrill of gunning down some alien butt is always appealing, and Alien Trilogy for the Saturn is a good play. G

PROTIP: Hidden areas include any suspicious-looking vents (such as those shown here) or grey lockers.

PROTIP: Never throw charges or grenades in close quarters. You'll be severely hurt.

Graphics
3.5
Although tame by most standards, the sprites move quickly. There's massive pixelization when enemies get close (as there was on the PlayStation), but the backgrounds are well-rendered.

Control
4.0
The simple controls (shoot, switch weapons, open doors) are easy to master. But moving and shooting (especially with the clever A.I. of the aliens) could prove too tough to handle for novice shooters.

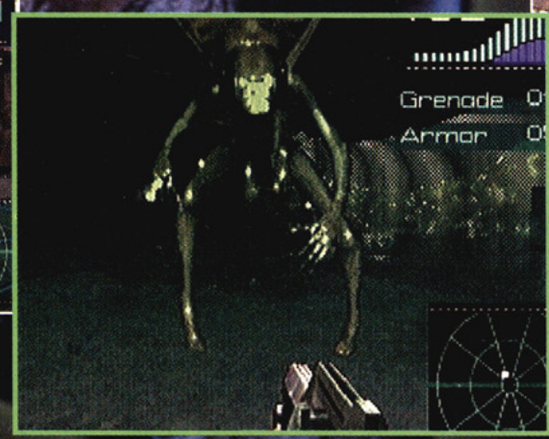
Fun Factor
4.5
It's a thumb-burnin', gut-wrenchin' corridor shooter with a Doom taste and a Hollywood twist. You'll get caught up in this one from the very first shot.

Sound
4.0
The coolest part of this game is its use of the sound effects from the Alien movie trilogy. The pulse rifle in particular sounds awesome! Explosions are crystal-clear, and even the alien screams are pretty good.

PROTIP: Don't waste shotgun shells on the face huggers or crates. The 9mm works fine.

PROTIP: In this large pool there's an acid vest along with a ton of face huggers.

PROTIP: In this room (with the sleeping pods from the first movie), operate the panels on the front to open the chambers. Repeat this wherever you see sleep pods.



PROTIP: Make sure you've loaded up before you get to the queen. Destroy all the eggs first, then blast her with the heavy stuff (grenades, charges, flamethrower) from afar.

PROTIP: Try to sidestep (using the top triggers) around corners. There's danger everywhere, and if you're low on life, you'll want to avoid the alien warriors.

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SATURN

PREVIEW

Three Dirty Dwarves
(By Sega)

By Major Mike

Replay's MED

Challenge adj Level

TEEN T AGES 13+

$44.95
Available now
Action/adventure

16 stages
3 players
Side view

THREE DIRTY DWARVES

Next-gen side-scrollers get their first dose of humor since Earthworm Jim 2! In Three Dirty Dwarves, you battle through a post-apocalyptic New York infested by street thugs, crazy old ladies, giant rats, and an assortment of other sordid characters that look as if they're fresh from the pages of Mad magazine—yeah, nothing like New York today.

The game is a tag-team affair: You start with three characters, each with special weapons and attacks (one uses a bowling ball and pins, one a shotgun, the other baseballs and a bat). However, you only control one at a time. When one takes a hit, he's out of commission until you smack 'em back to consciousness—a feature thats absolutely vital in the three-player simultaneous mode, where you must truly act as a team to survive.

Where side-scrollers are concerned, TDD adds a few new aspects to the genre. However, it's the humor that makes all the difference. G

PROTIP: When someone throws objects at you from the background, you can respond by facing the background and pressing attack.

PROTIP: Use Taconic to lead the way: Roll the bowling ball, then run after it to clear a safe path.

Hills of Bronx

PROTIP: When the love-struck woman comes onscreen, grab one of the trolls and throw him on her. They'll fall in love and walk away. This saves you from a long fight.

Bronx by Day

PROTIP: Don't waste time using projectile attacks against this four-armed thug; instead, use jumping attacks and knock him into the old lady, who then gives him a solid thrashing.

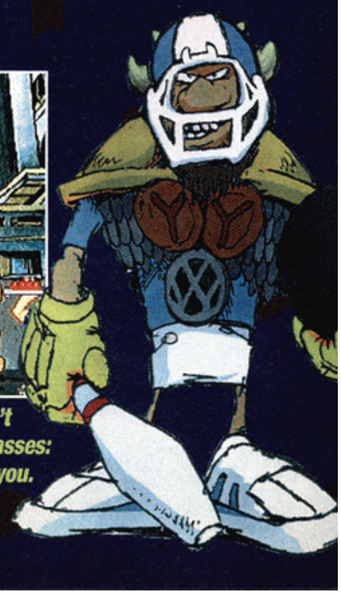
PROTIP: Use the playground horse springs to jump up and collect off-screen power-ups.

Pit Bully

PROTIP: To defeat this boss, keep running and only stop to use a projectile attack when his mouth is showing.

Riker's Isalnd

PROTIP: Although it's very tempting, don't smack the guy with the black-rimmed glasses: If you do, he'll beat the daylights out of you.



Graphics — 4.0

You get excellent cartoon animation; however, when moving to the foreground of some stages, you see some distortion and pixelization.

Sound — 4.0

The music rocks in the foreground while the sound effects are very subtle and subdued.

Control — 4.5

The jumps are a little awkward, and it's difficult to gauge where the attacks are coming from with the differing layers of gameplay (foreground, center, or background).

FunFactor — 4.0

OK, it's a side-scroller, but the buddy system and humorous elements make this game something special.

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STREET FIGHTER ALPHA 2

CAPCOM

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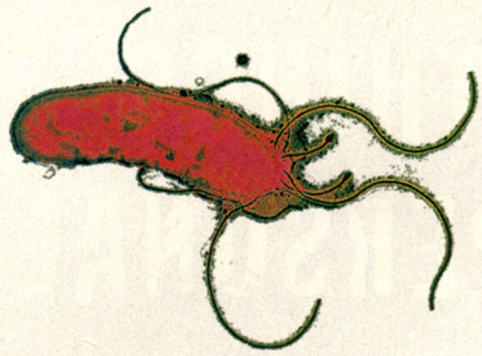
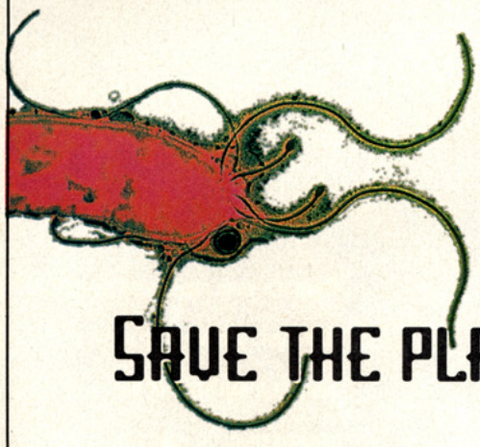
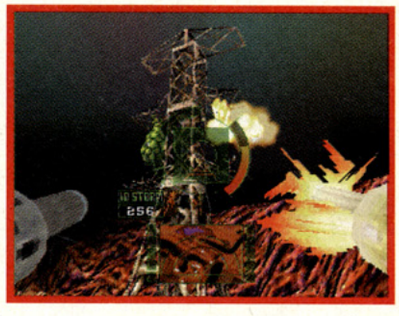
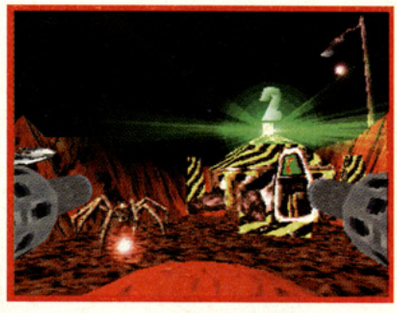




SAVE THE PLANET FROM A DEADLY VIRUS WITH





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The 16-Bit Gamer's Survival Guide

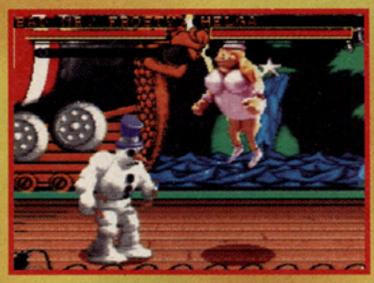
16-Bit Hall of Fame

By The Feature Creature

So far, the Hall of Fame directors (that's us) have asked for 16-bit Hall of Fame nominees in the categories of action/adventure, shooters, RPGs, and sports games. Notice one huge genre of games that's missing? Don't worry, we haven't forgotten you fans of the multihit combo and the blood-gorged fatality. It's time to select the top 16-bit fighting game of all time. Consider every SNES and Genesis fighting game ever made, write down ONE top choice and the system it's for, and mail your vote to the following address by December 1:

Hall of Fame: Fighters
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at `comments.gamepro@iftw.com`. We'll post the results in an upcoming issue.



The Street Fighters and Mortal Kombats of the video game world will surely draw lots of Hall of Fame votes, but don't overlook offbeat gems like ClayFighter.

Watchin' for 16-bit games is getting harder and harder, especially for the Genesis. The pickin's are pretty slim this month, but at least what's there plays BIG—Donkey Kong Country 3 makes its heralded debut on November 18. Watch for our coverage in an upcoming issue.

Unfortunately, 16-bit fans will have to wait at least another month for Ultimate MK3 for the SNES and Genesis; Williams says that both games, originally slotted as October releases, have now slipped at least to December and possibly later. What's more, Sega's Sonic 3D Blast and Vectorman 2, both possible for late November, will probably appear in December. On the bright side, Nintendo is probably going to publish Capcom's 40-meg (yes, 40!) Street Fighter Alpha 2 by Christmas!

This month's possible 16-bit releases:

Donkey Kong Country 3 by Nintendo
(SNES)

Sonic 3D Blast by Sega
(Genesis)

Vectorman 2 by Sega
(Genesis)

Ask The Pros

StarFox for the SNES is one of my all-time favorite games. What ratings did it get?

Jose Diaz
Bronx, NY

StarFox (By Nintendo)

Graphics	Sound	Control	Fun Factor	Challenge
5.0	5.0	5.0	5.0	ADJ (Adjustable)

The ground-breaking StarFox got the highest possible scores when it was reviewed in GamePro's *April 1993 issue (the game was on the cover of that issue, by the way, and there was a free StarFox poster inside). Surprisingly, StarFox wasn't one of the shooters voted into the Hall of Fame by readers, as listed in our September 1996 issue.*

Your January '94 issue discussed a game called Ghoul Patrol for the SNES from LucasArts. I have Zombies Ate My Neighbors—it's also from LucasArts, and its main characters are also named Zeke and Julie. Is Ghoul Patrol a sequel to Zombies?

Cameron Levett
Iroquois, Ontario, Canada

Yes, Ghoul Patrol does have the same characters and the same game engine as Zombies, but it's not a true sequel because it doesn't continue the same story line from Zombies. The games are more like cousins rather than parent and child.

Need a fun scare for Halloween? Ghoul Patrol is a scream.

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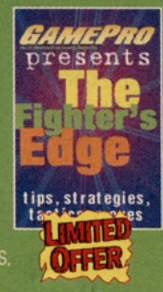

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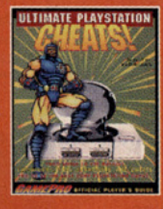
By GamePro Editors



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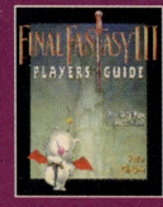

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TETRIS ATTACK

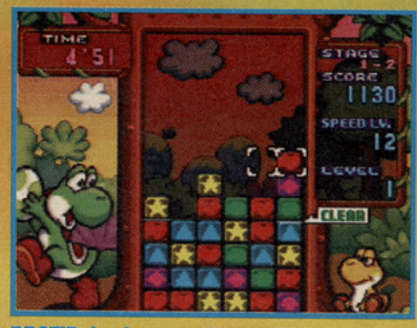
By Doctor Devon **Super NES**

Just when you thought Tetris couldn't get any better and there were no more possible variations, Nintendo pulls Tetris Attack out of its bottomless hat. Give yourself lots of time to play this superb puzzler because you can't walk away once you start.

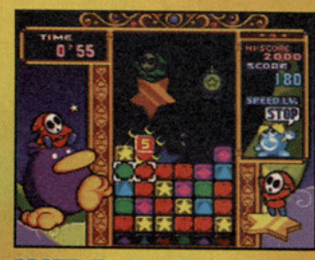
Unlike the classic Tetrises of yesteryear that utilized falling blocks, Attack lifts its blocks up from the bottom, and players try to make three-block matches based on color rather than fitting different shapes into open slots. The result is a gentler, slower style of gameplay that requires learning some easy new controls, but this game's no less addicting than the original Tetris. The two-player modes are the fastest fun.

The graphics are as sharp as ever, incorporating Yoshi and pals into the brightly colored backgrounds. The sounds bounce along like a good Tetris game should.

If it's been a while since you've Tetrised, you should go on the Attack. G



PROTIP: Look upward to pull blocks off the top of columns for easy matches.



PROTIP: Try to make the moves that give you multiple combos.

Tetris Attack by Nintendo

Graphics	Sound	Control	Fun Factor	Challenge
5.0	4.5	5.0	5.0	ADJ (Adjustable)

$34.95
8 megs
Puzzler
2 players

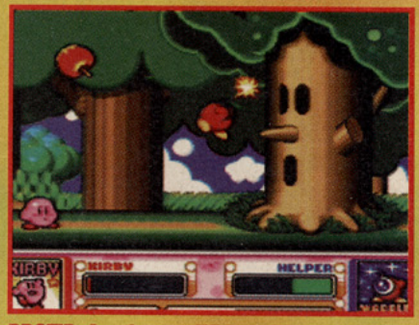
Replay value: High
ESRB rating: Kids to Adults

KIRBY Superstar

By Captain Cameron **Super NES**

An 8-bit star achieves 16-bit superstardom with this awesome game. After goofin' around with golf and Tetris-style games last year, Kirby returns to the easy run-n-munch gameplay that made him famous. Superstar compiles eight new games: six in the traditional Dreamland style, plus a racer and a simple speed-reflex game.

There's more to do than ever because now the pink puffball can create helpers with special powers, and new chewable enemies have new powers for Kirby to adopt. The perfect execution of the varied controls leads to simple-but-charming fun.



PROTIP: As always, Whispy Wood puffs at Kirby and drops apples on him; make fast work of this boss by sending in your helper.

PROTIP: Many enemies now require double hits, so don't relax after you nail 'em once.

Everything's improved over the 8-bit games (32 megs will do that). The graphics are sharp and colorful, and the spirited music changes constantly. If you haven't gone Kirbying lately, bask in the light of this superstar. G

Kirby Superstar by Nintendo

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	5.0	5.0	ADJ (Adjustable)

$69.95
32 megs
Available now
Action/adventure
2 players

Side view
Save feature
Replay value: High
ESRB rating: Kids to Adults

Whizz

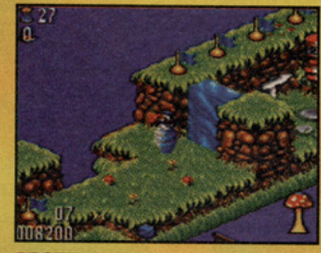
By Coach Kyle **Super NES**

With its colorful graphics and hoppin' hero, Whizz should've been a game younger players would love. Unfortunately, Titus made the gameplay so frustrating that most gamers will only get hoppin' mad.

Playing from the angled-overhead view you saw in Viewpoint and Krazy Klown, you bounce your bunny down narrow paths and across thin bridges in search of items to gather and buttons to push. The gameplay should've been simple fun, but the awkward view makes you constantly miss platforms and run right into the simplest enemies. Even at the Easy difficulty setting, Whizz requires a lot of tedious practice before you're able to beat the quick clock.

The cartoony sounds and graphics are average, dragged down by a bland hero who definitely needs some personality. Too bad the game is so frustrating. Most players will whizz right out of the room after a while. G

PROTIP: Don't try to spin-attack red-and-white enemies because they won't take any damage.



PROTIP: Wait a moment until the enemy retreats before you spin through walls.

Whizz by Titus

Graphics	Sound	Control	Fun Factor	Challenge
3.0	3.0	2.0	2.5	ADV (Advanced)

Price not available
8 megs
Available now
Action/adventure
1 player

Angled-overhead view
Replay value: Medium
ESRB rating: Kids to Adults

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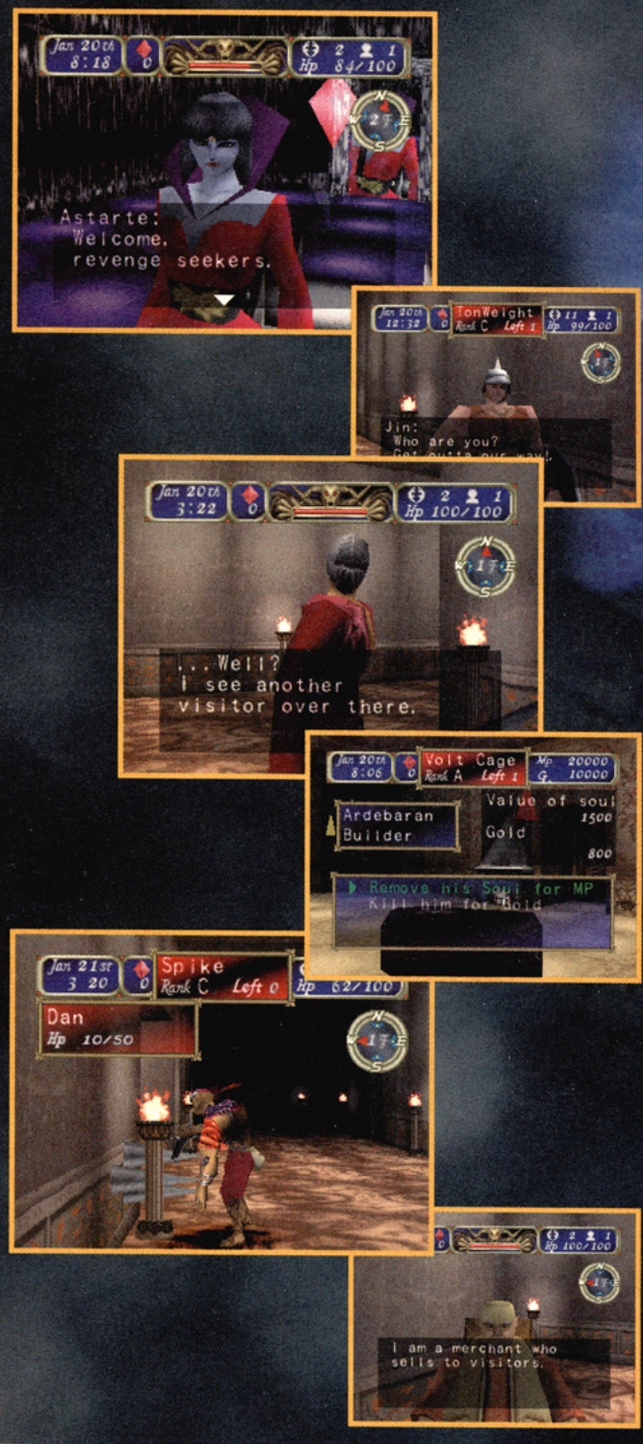

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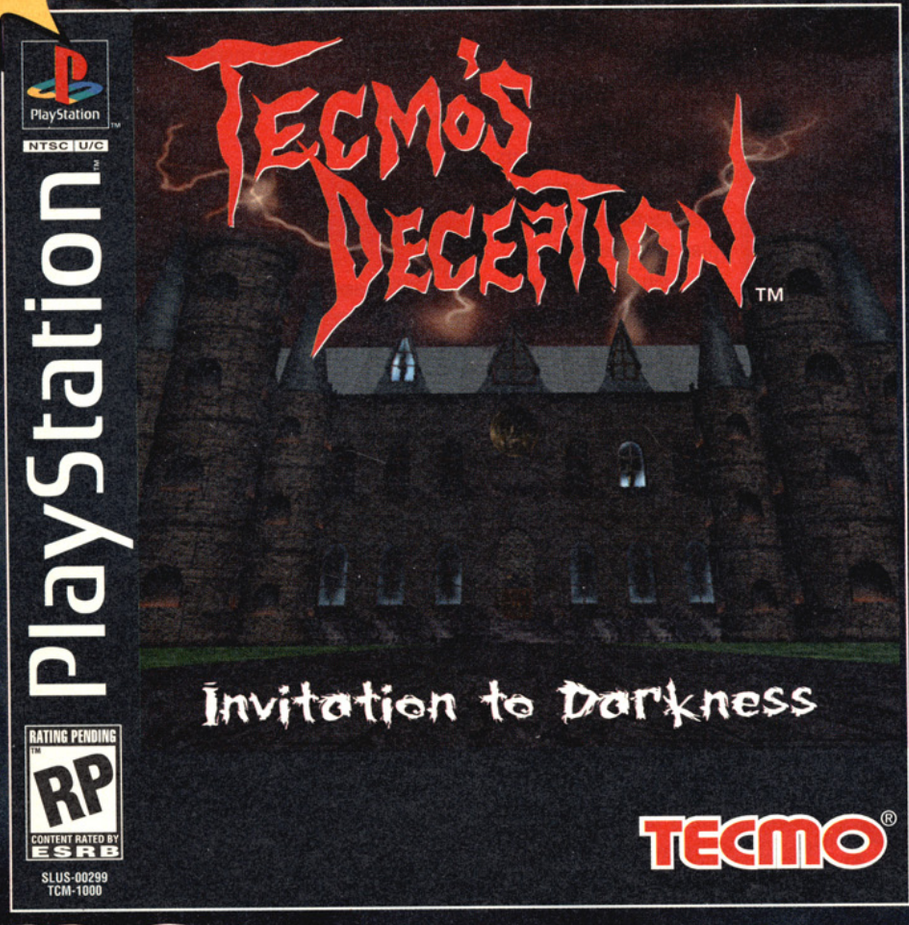

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SPORTS PAGES

Madden '97: Headed Straight to the Hall of Fame

Madden NFL '97

By Johnny Ballgame

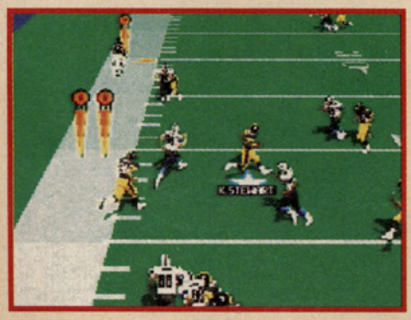
PlayStation

Strap on your helmet and get ready for the hardest-hitting, most authentic, and most enjoyable football game of all time. Madden's PlayStation debut not only lives up to all the high expectations, it surpasses them!

49er Fever

Fans will love the team selections: Every football fan's fantasy team is selectable. In fact, more than 100 teams—including fully updated '97 franchises, All Decade, All Madden, and all the Super Bowl teams ever to compete for the Lombardi trophy—are there for the picking.

Play options include Season, Exhibition, and Tournament modes. Features like trades, salary caps, injuries, penalties, create-a-player, and weather conditions are also included. In fact, you'll find everything from the NFL in this game except Jimmy Johnson's hairdo.



PROTIP: A speedy quarterback is an invaluable member of the team. Confuse the defense by rolling out of the pocket and not revealing until the last second whether you're going to run or pass.

Prime-Time Plays

Madden dazzles gamers with the most intense and electrifying gameplay the video gridiron has seen to date. Amazing moves enable players to spin, stiff-arm, lateral, or leap over diving defenders. You can jump to spear spiral passes, or use speed bursts to leave linebackers in your dust. You'll spend hours fine-tuning your skills and learning the more than 300 plays specially designed by Madden himself.

If wicked tackles and grueling games are what you're looking for, look no further: Madden delivers like Ronnie Lott on an unsuspecting wide-out. Players flip head over heels, get dragged down by their facemasks, and fly through the air to level ball carriers. All 30 NFL stadiums have been 3D rendered, giving each field a unique look, and players perform in a smooth, fluid manner. The only flaw in the graphics is that each player seems to have the number 88 on the back of his jersey.

Madden NFL '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.5	5.0	5.0	ADJ (Adjustable)

$59.95
Available now
Football
2 players

Multiple views
Replay value: High
ESRB rating: Kids to Adults

The sound scores with all the noises and nuances you'd find at a football game. Grunts, whistles, crowds that chant for their hometown heroes…they're all as authentic as you could ask for. Madden himself checks in with his over-the-top vocal style and the humorous Maddenisms that fans have learned to love.

PROTIP: The best way to play defense is to start the play as a lineman and try for the sack. If you don't reach him, press Jump, then switch to a defensive back and press Jump again to try for the interception.

Super Bowl Dynasty

Madden PlayStation is not only the best football game on the market today, it's the best 32-bit sports game, period. Buy your tickets early—Madden will definitely be a sell-out. ■

Madden '97 Tips

PROTIP: On kickoffs, kick the ball to the side of the slower return man and switch to a special teamer who's lined up on the same side to make a quick tackle.

PROTIP: Use your tight end to gain big yardage down the middle when the defense concentrates on your wide receivers.

PROTIP: If you have an explosive return man like Mel Gray, don't be afraid to return punts from deep in your own end.

PROTIP: Running the ball successfully helps you dominate both field position and the clock. Use a two-tight-end formation for added blocking if you're having trouble with your ground game.

Madden Ready for Prime Time...Again!

Madden NFL '97

By Slo Mo

Saturn

Football season for the Saturn has officially arrived! Madden '97 kicks off with great gameplay, formidable graphics, all-pro sound, fully loaded use of the NFL license, and, of course, John Madden.

Madden and Summerall discuss pre-game strategies.

Madden takes you to all 30 NFL stadiums, and to the Aloha Bowl for the Pro Bowl game.

Pre-Game Prep

As with all Madden games, attention to detail is a given. Madden '97 takes the field with 100 NFL teams: the 30 current squads, 68 All-Time or Super Bowl teams, and the 1996 All-Madden team. According to EA Sports, there are at least six hidden teams, too.

You get full-motion video clips of Pat Summerall and Madden discussing pre-game strategies. Even James Brown makes an appearance at halftime, naturally "in the studio."

Madden '97 tackles the off-the-field action, too. The Edit Roster feature enables you to trade, sign, and release players, select the starters, and create a custom player. The create-a-player feature also enables you to create players at any position based on 18 attributes.

PROTIP: You can't see your wide receivers, so read the safeties to determine pass coverages.

Hard-Nosed Gameplay

The gameplay is crisp and on the money. Ball carriers can hurdle, spin, or lateral. Receivers can dive or jump for passes.

If there's a hitch, it's that speed bursts for the offense appear negligible, and they're non-existent for the defense. Armchair coaches will love the Madden playbook, packed with 500 offensive and defensive plays.

All-Pro Graphics and Sounds

The graphics really shine. Player animations are digitized motion-capture visuals, so movement is as smooth as Jerry Rice and as sweet as a 90-yard punt return. NFL fans will get a serious hoot out of the amazingly fluid touchdown celebrations. Madden, Summerall, and Brown star in full-motion video that looks TV-real, even with its typically Saturn graininess. The only other graphical anomaly is that every player wears jersey No. 88, but at least you can read the numbers.

The audio is amazing, conveyed impressively by Q-Sound audio technology. Rowdy crowd noises, sharp quarterback signaling, and echoing referee calls make you feel like you're on the field, while Summerall's play-by-play and Madden's color commentary are TV-true.

Madden NFL '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	5.0	4.5	5.0	ADJ (Adjustable)

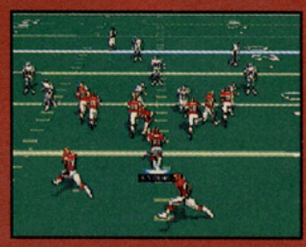
$59.95
Available now
Football

8 players
Replay value: High
ESRB rating: Kids to Adults

Madden Makes the Team

Madden '97 is a no-brainer, number-one draft choice. Saturn football players have no reason to warm the bench any more. ■

Madden '97 Tips



PROTIP: To power up your team's running game, try double-tight-end formations with the fullback as a lead blocker.

PROTIP: Backs and kickoff returners have good speed to the outside. Spin moves (Button Z) are effective.

PROTIP: The best defensive technique is to play one of the linemen. Once you read pass or run, hit Button B to switch to the player closest to the ball.

PROTIP: Inside pass rushes are your best bet to disrupt the offense.

PROTIP: Defenses have a tendency to clamp down on the wideouts. Pass to the tight end to loosen up outside coverages.

PROTIP: Against the CPU, make judicious use of timeouts if you're behind in the fourth quarter . The A.I. works the clock down mercilessly.

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PLAYERS INC

TECMO SPORTS

Break Through to the Other Side

NCAA GameBreaker

By Scary "Hut-Hut" Larry

PlayStation

Sony strikes back at Madden with NCAA GameBreaker. Although GameBreaker features better A.I. than GameDay and a ton of new features, football fans may find themselves wishing for the star power of well-known names rather than a better game engine.

Stats the Way, Baby

GameBreaker sports more than 100 Division 1 college teams, along with the best of Division 2 and past greats like the '92 Notre Dame squad. It also has faster gameplay than GameDay and features college-specific strategies like Wishbone offenses.

But don't think you can blow through the season with just any team. The A.I. is configured to keep track of your stats throughout the year, including favored offensive and defensive strategies. During the course of a season, the A.I. will compensate by attacking those plays, forcing you to either come up with other strategies...or enroll the team in Home Economics.

Another cool feature is the GameBreakers, which are certain star players that do their best to break games wide open with spectacular plays. Throwing to a receiver with more coverage than O.J. Simpson's trial? If your receiver is a GameBreaker, he should make the play.

The Remains of the Day

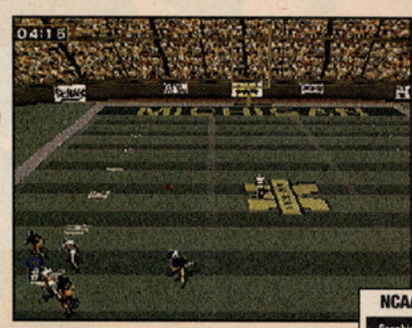
The graphics are faster and cleaner than GameDay's, but the players are smaller. You can also play in varied weather conditions, which leads to a small graphical nuance—players should get muddy in degrees, not all in one shot as they do here.

The sounds remain the same, with the exception of familiar college fight songs. These lend to the game's college atmosphere, as do the solid grunts and groans of the lines battling it out on the field.

The controls are also about the same as GameDay's. Snapping and picking out your receiver or runner is aided by the button labels following each player.

Break My Day

Is this the best football game to date? It's without a doubt the best college football game to date. It can't be compared to Madden because NFL games are infused with stars like Rice and Emmet; because of NCAA regulations regarding endorsements, you won't see any names in GB. If it's solid college action you're looking for, Sony just cut you a Break. ■



PROTIP: Run right, throw left. Set up the screen for maximum confusion, then throw across the field. The Play—3 Wide—Big Screen

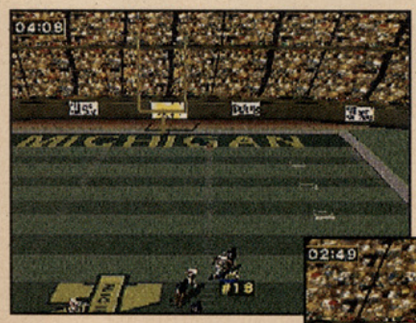
NCAA GameBreaker by Sony Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.5	4.0	ADJ (Adjustable)

Price not available
Available now
College football
2 players

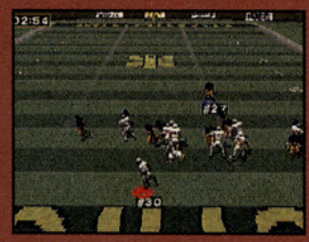
Multiple views
Replay value: High
ESRB rating: Kids to Adults

GameBreaker Tips



PROTIP: If your GameBreaker is a wide receiver (and your opponent's GameBreaker isn't a corner or safety), try the Hail Mary as your first play. The Play—Run and Shoot—Hail Mary

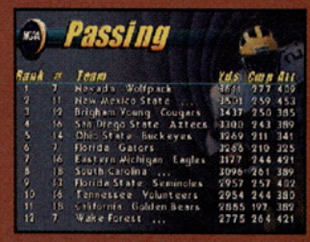
PROTIP: Run at opponents. Pick a run play, then run the same play but flipped. You'll confuse your opponent, and often, the computer. The Play—Pro Set—Power



PROTIP: When running Wishbone plays, don't pitch the ball until the quarterback is well out of the backfield or being pursued by defenders. The Play—Wishbone—Bone Pitch

PROTIP: If you deliver a solid hit (usually on your opponents' long pass), immediately press Button [Triangle]. Loose balls are easily recovered on these types of hard hits. The Play—Nickel—Prevent

PROTIP: If your quarterback is a GameBreaker, use his running abilities to offset the defense.



Rank	#	Team	Yds	Comp	Att
1	7	Nevada Wolfpack	3611	277	459
2	11	New Mexico State ...	3571	259	453
3	12	Brigham Young Cougars	3437	250	385
4	16	San Diego State Aztecs	3300	243	389
5	14	Ohio State Buckeyes	3269	211	341
6	7	Florida Gators	3265	210	325
7	16	Eastern Michigan Eagles	3177	244	421
8	18	South Carolina ...	3098	261	389
9	13	Florida State Seminoles	2957	257	422
10	16	Tennessee Volunteers	2954	244	380
11	18	California Golden Bears	2885	197	382
12	7	Wake Forest ...	2775	264	421

If you're unfamiliar with college teams but still want to check out GameBreaker, familiarize yourself with the stats.

NFL Quarterback Club '97

By Dr. Zombie

Saturn

Returning for a second season on the Saturn, NFL Quarterback Club '97 reports to camp with notable graphical and gameplay improvements over its rookie outing. However, it still plays second string to the big man on the field—Madden NFL '97.

Option Overload

QBC's vast options score a control freak's touchdown. Gamers can control everything, including time, place, sight, sound, and even the energy level of each player. For the players not so detail-oriented, Acclaim adds a "Quick Play" feature that skips over many of the options and heads right into the huddle.

As for the gameplay, this year's enhancements include new signature plays for each quarterback, the ability to create customized rosters, universal player substitution, and 50 historic and fantasy game simulations, such as Jaguars vs. Panthers in Super Bowl XLVI! Graphically, QBC sports larger character sprites, improved animation, sharper background environments, new custom camera views, and more detailed playbook diagrams.

Solid Backup, Shaky Starter

Although QBC is much improved, it must face head-on competition from Madden '97 for the Saturn this season. In comparison, QBC's graphics and animation are not as smooth, and the figures often melt into jagged, blotchy pixels. The sound effects, while adequate, don't include responsive commentary, as Madden does.

QBC is a solid, enjoyable game that's worth at least a rental. If you're deciding whether to buy it or Madden '97, though, QBC's going to have stay on waivers. ■

NFL Quarterback Club '97 by Acclaim

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	4.0	3.5	ADJ (Adjustable)

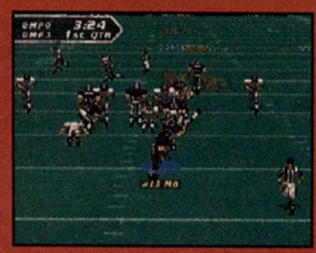
$59.99
Available now
Football
12 players (with adapter)

Multiple views
Replay value: High
ESRB rating: Kids to Adults

NFL QBC '97 Tips

PROTIP: Kick off deep into the opponent's corners to give your kick coverage time to zero in on the return.

PROTIP: Jump to intercept a pass if you're directly next to the receiver. If you're off a few steps, always go for a tackle.



PROTIP: During pass plays, drop back and roll toward the strength of your front line to avoid sacks.

PGA Tour '97

By Dr. Zombie

PlayStation

EA Sports' top-selling PGA Tour series continues to thrive on the PlayStation with the realistic PGA Tour '97. Two new courses and some snazzy enhancements make PGA Tour '97 more of the same but better!

Fresh on the Fairways

This version picks up where the well-crafted PGA Tour '96 left off, scoring with the same sharp graphics, smooth animation, excellent controller interface, and variety of customizable options. New features include two tantalizing courses (TPC at Sawgrass and The Links at Spanish Bay), which offer plenty of challenge whether you're just practicing or entering a 72-hole tourney. Gamers can play as a customizable amateur or as one of 13 top PGA pros.

New additions enhancing gameplay include an overhead ball cam, picture-in-picture views of the ball, and a real-time shot preview mode that allows you to gauge where a shot will land. The accompanying analysis and commentary contribute important tips and add to the realism. The sound effects are minimal, which is how golf should be.

A hip, ESPN2-like approach has been incorporated to make this game more accessible to all audiences. Purists needn't fret, however; the actual gameplay and control interfaces are as realistic and straightforward as always.

Tee It Up

PGA Tour '97 is a sure bet for curious first-timers and a must-have for golf fanatics. A tip of the visor to EA Sports for making an already-great game even better. Time to hit the green! ■

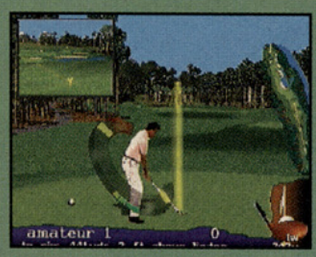
PGA Tour '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	5.0	4.5	ADJ (Adjustable)

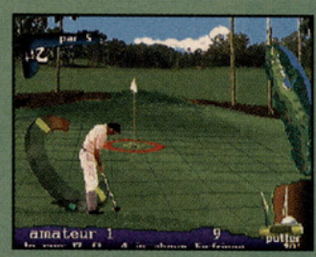
$59.95
Available now
Golf
4 players (with adapter)

Multiple views
Replay value: High
ESRB rating: Kids to Adults

PGA Tour '97 Tips



PROTIP: Use the shot preview arc to guide the strength and angle of your shot, not to determine the actual placement.



PROTIP: Aim to the left when putting downhill and to the right when putting uphill.

PROTIP: Pay attention to where the pro competitors hit their shots for insight on how you should place your shot.

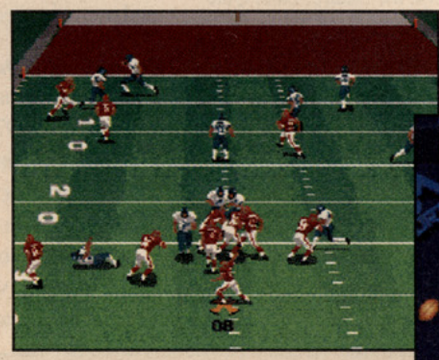
Madden Makes the Grade—Again

Madden NFL '97

By Scary "All Madden" Larry

Genesis

Once again, the designers at EA Sports try to stay true to their core audience—Genesis sports gamers. And once again, they come through with an immensely enjoyable game with great action and stat-soaked strategy.



PROTIP: Crossing patterns are effective against teams that like to blitz.

PROTIP: Consider a team's all-around performance when choosing past greats. For example, although the '89 Niners were an awesome team, their running game was poor.

Gridirony

While other companies merely reissue their 16-bit games from year to year with only a few roster changes, EA Sports always adds some new features that make each Madden sequel slightly different from its predecessors. By now Madden NFL '97 for the Genesis is so good that it's even more fun and easier to pick up and play than some 32-bit football games.

The options are really complete in this game. Madden '97 features full rosters for all 30 NFL teams (including the renamed Baltimore Ravens) and a full lineup of great teams from the past, like the '84 Niners and the '77 Cowboys. Of course, the lineup wouldn't be complete without an All-Madden team, but you also have full reign over free agents and draft picks to sign or trade away at your discretion.

Madden NFL '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.0	4.0	4.5	4.5	ADJ (Adjustable)

$64.95	2 players
16 megs	Overhead view
Available now	Replay value: High
Football	ESRB rating: Kids to Adults

Turf's Up

The graphics are more realistic than last year's game. Players stiff-arm, deke, and spin just like your favorite NFL players. However, it's a little hard to keep track of the players when the action crowds the screen. Running plays are especially affected because your running back gets lost in the crowd.

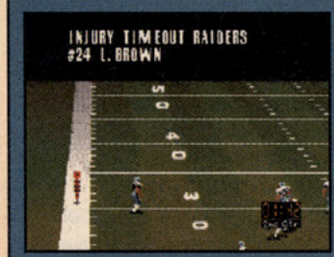
The sounds are a mixed tuft of turf. You have the option to turn off the Madden-isms—which you should exercise since they're repetitive and a nuisance. The other sound effects, particularly the bone-breaking sound when a player is injured, fit the game perfectly.

Control is as seamless as ever. Picking a play, throwing, and even dive tackling are easy. Control becomes a minor problem, however, in the running game. The players move too slowly to be effective, especially on sweeps and HB Toss plays.

If you've been licking your chops, waiting to buy a next-gen system so you can play football like a big boy, we have news for you. Madden NFL '97 for the Genesis is not for the peewee leagues. It packs the features, the gameplay, and the fun factor that make it a first-round draft choice for Genesis owners. ■

PROTIP: Short passes, short runs, and an occasional long bomb are the keys to success.

Madden NFL '97 Tips



PROTIP: Keep track of injured players and watch the substitutes. Compensate for a star's injury by emphasizing alternate offenses (if a WR goes out for a quarter, concentrate on the running game).

PROTIP: The trick to putting the ball right into the hands of a wide receiver is to throw it as soon as possible and slightly ahead of him. Your receiver will run into the pass.

PROTIP: Avoid single-man defensive coverage on star receivers like Irving Fryar or Jerry Rice.

Lovely Leslie Visser will update you on the teams' injuries.

NHL '97

By Air Hendrix

Genesis

Once again, EA's NHL series skates to a Stanley Cup finish with topnotch new features, improved graphics, and the usual addictive action.

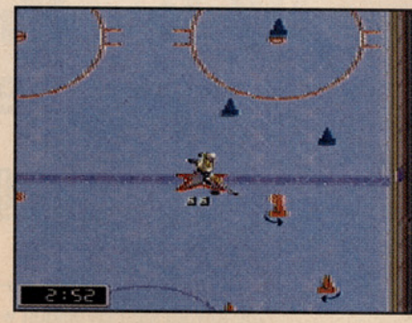
Power Play

Along with the real-life '96 rosters and teams, NHL '97 delivers awesome extras like two All-Star teams and the U.S., Canadian, and European National teams. Even better, NHL'97 loads up star players with cool special moves that enable them to pull fancy feats and dekes on their way to the net.

Beyond the usual shootout, exhibition, season, and playoff action, NHL '97 faces off with two sweet new modes. In the Skills Challenge, gamers take on four drills that test their skating prowess, shot power and accuracy, and goaltending skill. In the Practice mode you hit the ice alone or with a teammate to take on two, one, or no opponents. Both modes really help you improve your game, but more importantly, they inject the game with another layer of raucous, competitive, Open Ice-style fun.

NHL All-Star

In other respects, NHL '97 has changed little from last year's game. The sounds are virtually the same, which means bone-jarring effects and organ music straight from the rink. The controls also remain unchanged, so you'll find responsive handling and sweet moves like fake shots, drop passes, and more.



PROTIP: In the puck-handling relay, pound on the speed-burst button whenever you come to a straight stretch.

Graphically, some hot new player animations liven up the game—the new goalie saves are particularly cool. But the smooth player movements and respectable rinks stay true to NHL '96.

As always in this series, the latest NHL attains a new pinnacle of hockey action. On the surface, the game seems very familiar, but NHL '97's killer new features build added depth into the game. Diehard hockey fans will snap it up, but the less fanatical should rent first and scope it out themselves. ■

NHL '97 Tips

PROTIP: Circle behind the goalie and pass to the center for a deadly one-timer shot.

PROTIP: Using the new special moves on star players is one of the best ways to deke the goalie.

PROTIP: Triumph every time in fights by jamming Button C—eventually, you'll pull your opponent's shirt all the way over his head.

NHL '97 by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	5.0	Adjustable

$59.95	¾-overhead view
16 megs	Battery backup
Available now	Replay value: High
Hockey	ESRB rating: Kids to Adults
4 players	

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White-Knuckle Andretti Racing Screeches onto the PlayStation

Andretti Racing

By Air Hendrix

PlayStation

Slap on them driving gloves—Andretti Racing's blazing toward the PlayStation with superb gameplay and controls. The graphics and sounds straggle a bit, but you'll be having way too much fun to care.

Needed for Speed

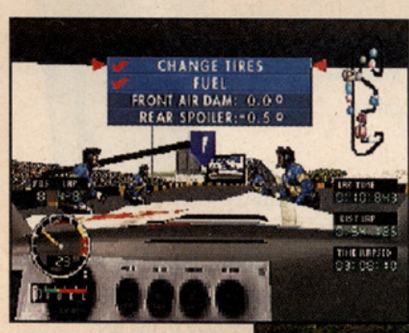
Andretti roars across the starting line with both stock- and Indy-car action, 4 real-life tracks, and 12 fantasy tracks. Before the flag drops, you customize each car's tires, gear ratio, and front and rear wings.

Exhibition mode poses the standard single-race challenge, while the sweet Career mode lets you accumulate points through an entire season, then accept offers from better teams before moving on to the next season. All three Andrettis even show up in decent full-motion video clips that provide tips and info on racing.

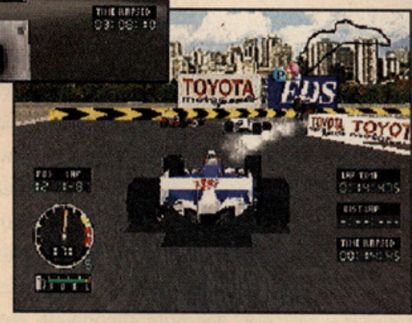
Both types of cars handle spectacularly well. The taut sim-style controls remarkably reflect every adjustment to your car's setup, and you can even regulate how hard you steer into a turn right from the directional pad.

Super Mario

The stock cars supply frenzied bumper-car mayhem, while Indy car races demand methodical strategy and skill. But to win in either, drivers have to qualify well, time pit stops precisely, and hit turns from the right line at the right speed. The result is enjoyably deep, addictive gameplay that challenges far more than your twitch steering skills. Fiercely tough courses and a cagey A.I. round out this impressive game.



PROTIP: If you're at the back of the pack, hit the pit early and try to recoup the time on an empty track while everyone else is languishing in the pit.



PROTIP: Always slow to the correct speed before you enter a turn, then accelerate as you begin the turn.

Andretti's not without flaws, though. The game doesn't deliver a tight sense of changing speed—150 mph feels pretty much like 200 mph—and the weak rolling starts drop you into races too suddenly.

Road Rash

Graphically, Andretti doesn't fully live up to the PlayStation's potential. While the courses show off impressively detailed, authentic backgrounds and even small trifles like ad banners, the cars could've looked snazzier and more realistic.

As far as sounds, both vehicles rumble with smokin' tire and engine effects. The music's pretty solid, too, but the announcer chimes in too infrequently.

If you're addicted to racing games like Need for Speed, Andretti's gonna blow your doors off. It's far from perfect, but it delivers the kind of sizzlin' action that instantly ensnares racing fans. ■

PROTIP: In stock cars, send opponents into the walls by nudging them from behind and at an angle or by sideswiping them on a turn.

Andretti Racing by EA Sports

Graphics	Sound	Control	Fun Factor	Challenge
3.5	4.0	5.0	4.5	INT (Intermediate)

$59.99
Available now
Racing
4 players
Indy & stock cars

16 tracks
3 views
Replay Value: High
ESRB rating: Kids to Adults

Andretti Tips

PROTIP: On tracks with long straightaways, high gear ratios help you reach top speeds for longer periods of time.

PROTIP: Prevent oversteering on gentler corners by using "easy turning" (hold Up while you turn).

PROTIP: Indy cars are faster and more fragile, so focus on setting up good lines through turns, not fender-bending.

PROTIP: If you take the pole when qualifying, slack off to test your car's setup and prep for the course's layout.

World Series Baseball II

Saturn

By Air Hendrix

Last year, World Series knocked the cover off the ball with gripping arcade-style gameplay. This year, that hasn't changed—and neither has much else. Beyond a few killer additions, World Series II looks and plays just like the original.

Long Fly Ball...

WSB II's sweet new features include the two '98 expansion teams that you can fill by creating your own players, then swapping them into the regular schedule. Coaches can bring up top minor-league prospects (four pitchers, two infielders, and two outfielders), and this year, injuries and stamina meters made the cut. Gamers will also find all the major-league teams, stadiums, and players as of Opening Day '96. But hello! That's almost six months ago!

PROTIP: Advance runners on second or third by hitting grounders down the first-base line.

This kind of slacking crops up all over WSB II. Although the 24 new rendered stadiums score big, the spiffy new batter animations stutter. The solid graphics remain otherwise unchanged.

Similarly, the natural, easy-to-learn controls still offer a mere four steerable pitches and timing-based batting—more depth at the plate and on the mound would've been awesome. Even collecting the ball in the outfield remains problematic.

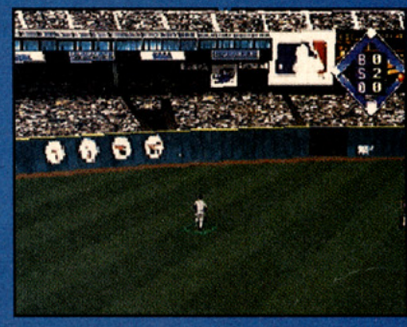
The announcer calls the action with all-new—and utterly moronic—commentary. The bat and ball effects sound fine, though.

...Heads Foul

The undeniable appeal of World Series II's addictive action makes it a solid choice for Saturn newcomers. In the absence of any stellar new features, though, only the most diehard World Series pros will plunk down the green for this lackluster upgrade. If Sega wants to capture the demanding next-gen crowd, it needs to innovate, not just refine. ■

World Series II Tips

PROTIP: A fail-safe pitching pattern: curveball that breaks late to the outside; fastball to the outside; forkball to the inside.



PROTIP: As soon as you have a bead on the ball's path, move your fielders in pursuit.

World Series Baseball II
By Sega Sports

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	3.0	4.0	ADJ (Adjustable)

$59.99
Available now
Baseball
2 players
Multiple views

Replay value: Medium
ESRB rating: Kids to Adults

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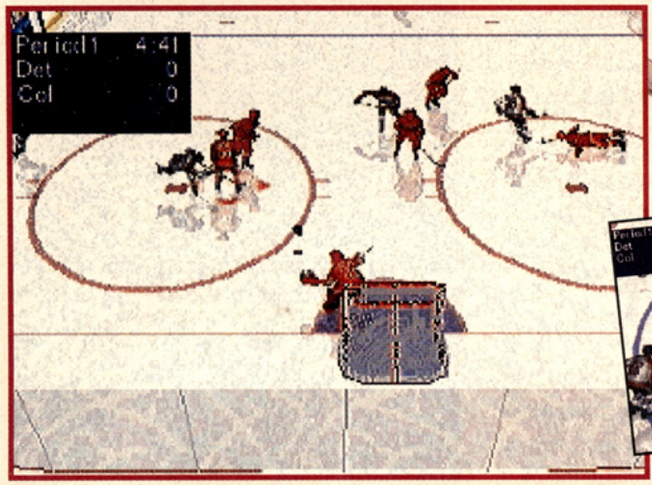
NHL Faceoff '97

PlayStation

By Air Hendrix



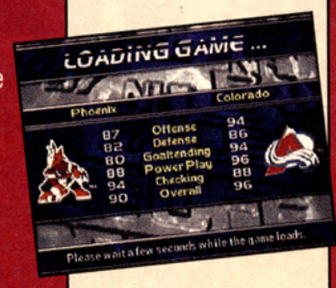
As EA prepares its landmark NHL series for a 32-bit debut, Sony's NHL Faceoff '97 returns to the rink with some dazzling new features. This winter's already shaping up to be a body-checkin' brawl between the big boys of hockey....

Developed and published by
Sony Sports
Available November

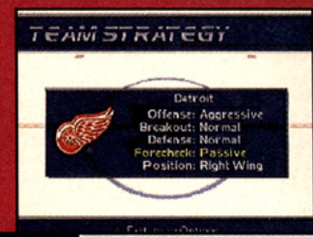
50% COMPLETE

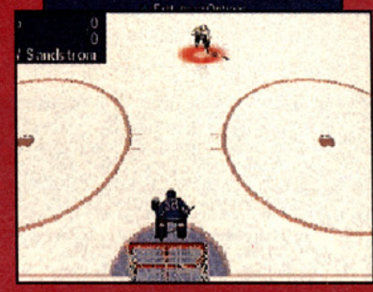
Sights & Sounds

In this early version, the graphics and sounds are still undergoing heavy construction. None of the new sounds were present, but Sony's promising spankin' new in-game effects, crowd sounds and chants, and organ tunes. Graphically, the action moves at a much faster and cleaner clip than in last year's game, while little details, like the circle that designates your player, were revamped. New animations, such as butterfly saves, goalies stacking pads, and backward skating, also infuse the game with lifelike realism.



The Roster





The puck hits the ice in this Faceoff with some impressive improvements. When the checking gets too fierce, the gloves come off for hockey's favorite sideline—fighting! Sony's planning on a thorough lineup of punches, shirt grabs, and special moves. Even better, the Teams Strategy feature lets you set the aggressiveness of your offense and defense, or orient your attacks on a wing instead of the center. Of course, you'll also find all the real-life rosters and teams, updated for the new season.

Other hot new additions include a jacked-up A.I., incident reports, drop passes, fake shots, give 'n' go and one-timer passes, laying down to block shots, and redirected shots. Most intriguing, however, is an "innovative" new passing feature that Sony's keeping under wraps. We'll have the scoop on that for you next month.

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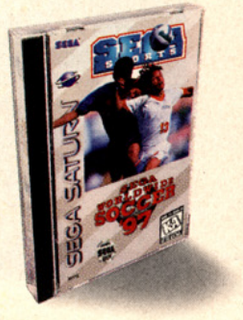
SOCCER SO AUTHENTIC WE SHOULD PROBABLY CALL IT FOOTBALL.

The most realistic graphics and gameplay of any sports game ever.
Sega Worldwide Soccer '97.
Forty-eight national teams from around the globe.
Cup tournaments, shoot-outs, and exhibition matches.
Create-a-player and weather options.
Headers, back-heel passes, banana and bicycle kicks.
Killer slide tackles, and plenty of refs to yellow card ya.

SEGA SPORTS



1 to 2 player game unless used with 6player adaptor

SEGA SATURN™

HANDS-ON

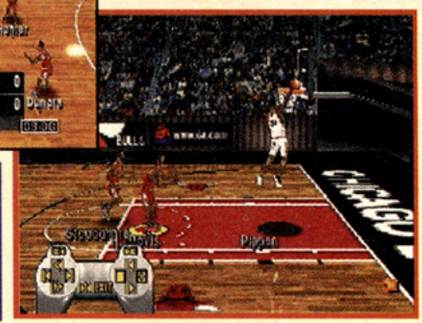
NBA Live '97

PlayStation

NBA Live is back for its sophomore effort, driving hard to the rim with improved graphics and mind-blowing, in-your-face gameplay that's sure to elevate EA Sports back to the top of the basketball world. Live features the fastest five-on-five gameplay of any b-ball title to date, as well as all the realism and stats hoop fans demand. The graphics are an unbelievable upgrade of last year's, including everything from spectacular slams (players actually hang on the rim and taunt) to textured bodies and recognizable player faces. If the early preseason look is any indication, Live '97 just might be headed to the Basketball Hall of Fame.—*Johnny Ballgame*

Developed and published by EA Sports
Available November

60% COMPLETE



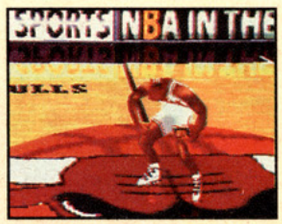
FIRST LOOK

NBA In The Zone 2

PlayStation

Konami promises that In The Zone 2 will be In The Stores by Christmas, bringing back the same rim-rocking gameplay that made last year's predecessor successful. The five-on-five action with 12-man NBA teams full of big, mobile stars isn't strategy-heavy, but it looks like undeniable fun so far. You'll be able to make trades and substitutions, and you'll finally get to play in a full-season mode, something that was supposed to be in the first Zone but wasn't!

—*Captain Cameron*



Developed and published by Konami
Available December

30% COMPLETE

FIFA Soccer '97

PlayStation | Saturn | Genesis | Super NES | PC CD

If you've been living in a cave for the last few years, you somehow might've missed playing one of the great FIFA Soccer games. The legendary series is back with a 1997 version for multiple systems, and this time EA Sports has loaded an all-new attraction into the disc: indoor soccer! Of course you also get the usual outstanding outdoor action, with a dozen international leagues (representing thousands of players), authentic crowd sounds, and some of the smoothest athletes this side of a Madden football game. If you got your kicks with FIFA '96, you'll probably be in heaven with FIFA '97.—*Coach Kyle*

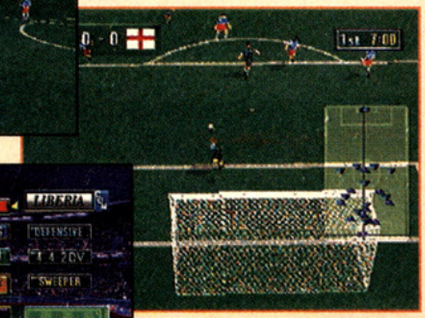
Developed and published by EA Sports
Available November

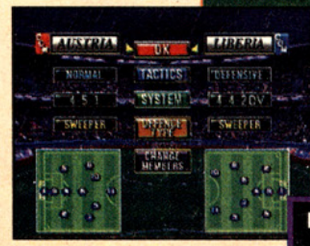
70% COMPLETE

Sega Worldwide Soccer '97

Saturn

Sparkling graphics and smooth gameplay were the hallmarks of the first Worldwide Soccer; everything's been pumped up this year as Sega Sports goes for the goal with a dynamic new sequel (and a longer new title). Faster gameplay, new animations of big polygon-based players, multiple camera angles, and a create-a-player feature make this game a World Cup contender. You play with 48 teams from around the world in realistic stadium settings and can use Sega's six-player adapter to mix it up with your friends.—*Doctor Devon*





Developed and published by Sega Sports
Available October

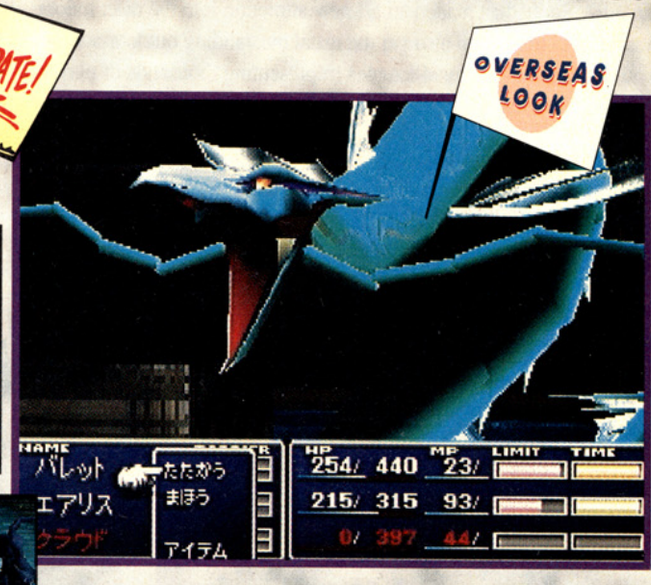
70% COMPLETE

ROLE-PLAYER'S REALM

Final Fantasy VII

PlayStation

By Scary Larry



We finally got our hands on a Japanese preview disc of Final Fantasy VII. Though it's only a short look, this game is already shaping up to be a veritable feast for the eyes.

The game starts out in a rendered 3D world. As you progress, you fight enemies in standard turn-based combat (just like the other games in the FF series), but the action switches back and forth between combat and 3D adventuring.

The graphics shine in the 3D areas. Lush, gorgeously illustrated matte-painted backgrounds give the game a real "Hollywood" feel. The fight scenes showcase some new work in polygonal programming, and the battles are smooth and flawless in their execution.

The sounds are superior—unearthly bestial screaming is augmented by raving hip-hop background music. (The sounds may be changed in the American version, but hopefully will still rock.)

Fans of the series take note: So far, this looks like the best Final Fantasy game ever. Let's hope it arrives on our shores soon. ■

SAY NO TO DRUGS.
SAY YES TO BLOODSHED AND HELICOPTER WARFARE.

HERE'S YOUR CHANCE TO GREASE THE LOW-LIFE SCUMBAGS OF THE TERRORIST UNDERWORLD.

STRAPPED INTO YOUR CHOPPER, YOU'LL BE FLYING 32 HIGH-RISK COMBAT MISSIONS OVER 7 ENEMY-INFESTED TERRAINS. SEARCHING FOR AND RESCUING INNOCENT HOSTAGES. WREAKING HAVOC ON THEIR CAPTORS.

FEATURES INCLUDE REAL-TIME 30 FPS 3-D GRAPHICS WITH WICKED 3-D EXPLOSIONS, ADVANCED ARTIFICIAL INTELLIGENCE (AN ENEMY ADVANTAGE), 2 SWITCHABLE FLIGHT MODES THAT LET YOU CONTROL YOUR ALTITUDE AND ANGLE OF ATTACK AND A GUN-BLAZING WINGMAN TO COVER YOUR BUTT.

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Breath of Fire III

PlayStation

By Major Mike

No stranger to turnin' out sequels, Capcom goes around a third time with its popular RPG series, Breath of Fire. Could Final Fantasy VII have some competition?

Controls

The mechanics are the same as before, which means easy-to-access battle menus where you pick spells, weapons, and other items. Otherwise, roaming from town to town is a breeze; basic navigation skills are all that are required.

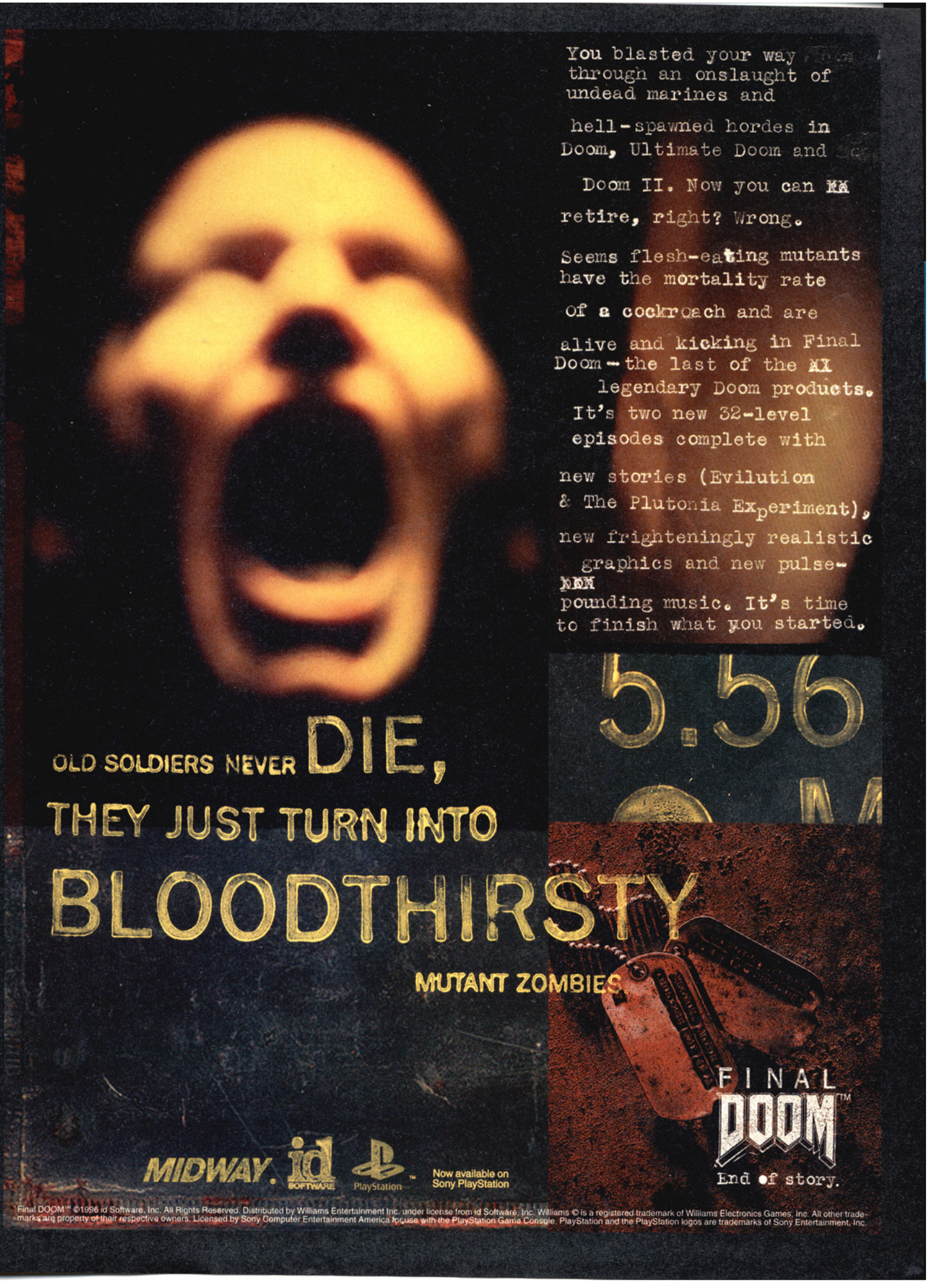
Graphics & Sounds

The 3D look is excellent, and although the game isn't nearly complete, the introductory and fight scenes are awesome—especially the rail ride through the mines in the opening sequence. The characters, however, have a striking resemblance to those from the first two Breath adventures. Even the music is a variation on the classic 16-bit themes!

Gameplay & Fun Factor

The story line features the Light Dragon clan pitted against the evil goddess Miria. All the addictive qualities of the first two outings are brewing, such as fierce battles, hidden areas, and plenty of landscape to explore—not to mention developing characters' traits and abilities. There are also some new elements, like the ability to change camera angles while traveling, which makes it easier to find hidden caves.

Developed and published by Capcom
Available March '97
10% COMPLETE


You blasted your way through an onslaught of undead marines and hell-spawned hordes in Doom, Ultimate Doom and Doom II. Now you can retire, right? Wrong.
Seems flesh-eating mutants have the mortality rate of a cockroach and are alive and kicking in Final Doom – the last of the legendary Doom products. It's two new 32-level episodes complete with new stories (Evilution & The Plutonia Experiment), new frighteningly realistic graphics and new pulse-pounding music. It's time to finish what you started.
5.56
OLD SOLDIERS NEVER DIE,
THEY JUST TURN INTO
BLOODTHIRSTY
MUTANT ZOMBIES
FINAL DOOM™
End of story.
MIDWAY.
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Now available on Sony PlayStation
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GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."

IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.

SOMETIMES, HAVING A

TREASURE SEEKING, PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT.

Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.

PlayStation

PC CD

CORE DESIGN INC.

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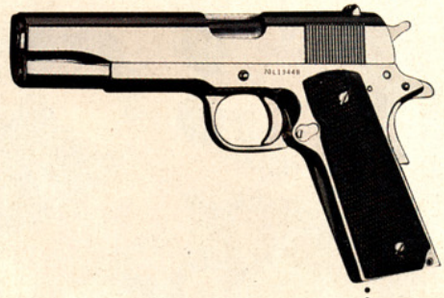
NOTHING LIKE A LITTLE SWIM BEFORE FENDING OFF A PACK OF WOLVES.



KILLER BODY

JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)

Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at www.DOMARK.com.

EIDOS INTERACTIVE

TOMB RAIDER™

In this second, and final, installment of Super Mario 64, we show you Courses Three through Ten. Along the way, we reveal the locations of the blue and green switches, the hidden levels, and tell you how to defeat Bowser twice.

By Bruised Lee

Before You Begin

Before starting the third course, explore these locations.

Slide Level

This basic sub-level is a fun (and easy) way to score two stars.

When you enter the castle, run up the large set of stairs in the center of the room and go through the door on the right. Inside the room, jump through the small glass window to the right.

Star One

In the level, run toward the tunnel for the ride of your life. Slide down the course without falling off the sides.

Your prize is a star hidden inside this yellow box.

Star Two

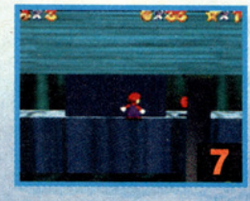
Re-enter the level and finish the race in under 21 seconds to get the second star.

Bowser's First World

Bowser is behind the doors with the large star on them. Before fighting him, you must navigate this dangerous level.

When you enter the castle, run up the stairs in the center of the room and go to the large door to the left.

On the way to Bowser's lair, collect eight red coins to earn an extra star. Here's where you'll find them.



Go down the pipe at the end of the level to fight Bowser.

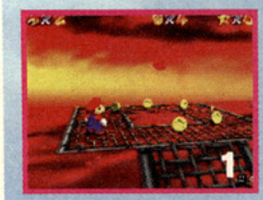
When fighting Bowser, run behind him and grab his tail.

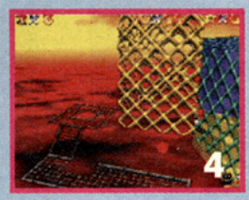
Using the control stick, swing him around and aim for the spiked balls surrounding the fighting area.

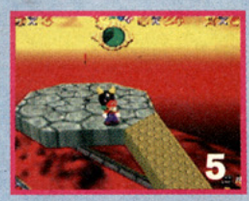
Throw Bowser into the spiked balls—the explosion finishes him off. Your reward is a key that unlocks the basement of the castle.

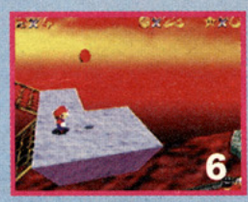
Bowser's Second World

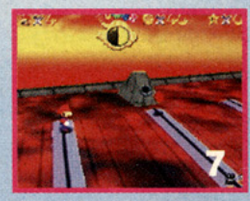
The next time you face Bowser is in the basement of the castle. To open up the level, get one star in Course Nine. On the way to Bowser's lair, collect eight red coins to get an extra star. Their locations are below.

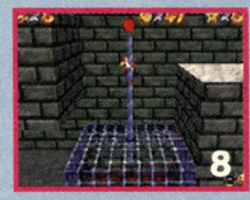


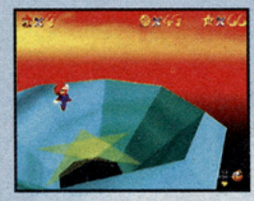




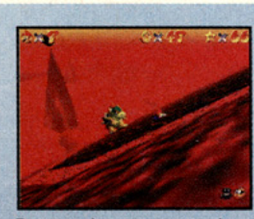








Go down the tube at the end of the level to fight Bowser.



Bowser has new attacks this time: If you stand too far away from him, he'll tilt the platform to try and throw you off.

Bowser is also faster this time, so you can't just run behind him and grab his tail. Instead, wait for him to charge, then grab him from behind. You need to score only one hit to finish him off. You're rewarded with a key that opens the door in the main room of the castle.

Gold Rabbit

Courses Six, Seven, and Eight are located in the basement, along with a fast rabbit. Chase the rabbit to the dead end in the green cave area.

Jump-dive toward the rabbit to catch him. Once caught, he gives you a star. Leave the area, then return and repeat this procedure to get the second and final star.

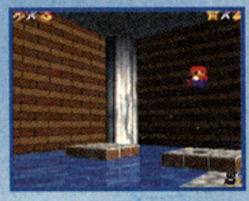
The Switches

The locations of the blue and green switches are revealed below.

Blue Switch

Use the key you got from defeating Bowser to open the door in the basement of the castle. The blue switch is inside this secret room.

Run and dive up the ramp, go through the door, and jump in the water. Swim to the other side.



Do Mario's sit attack on the two platforms. This drains the water and allows you to enter the door.

Outside the castle, walk toward the waterfall and jump down the drain hole.

Work your way through the level to collect the eight coins to get a star.

Jump on the blue switch at the end of the level to activate the blue boxes.

Green Switch

The green switch is in Course Six. Refer to the strategy section for this course to discover how to reach the location below.

Take a ride on the dinosaur's head. Veer toward the double doors.

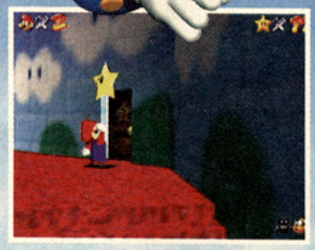
Go through the door, then jump into the murky water.

Inside the level, run down the hallway and to the left, collecting the eight coins as you go.

Jump on the green switch at the end of the level. This activates all the green boxes.

Course Three

Mario enters his own little water world in the third course. While underwater, grab coins to refill your air supply.



When you enter the castle, run up the small set of stairs to the right.

Inside the room, you'll see two small holes on the wall near the ceiling.

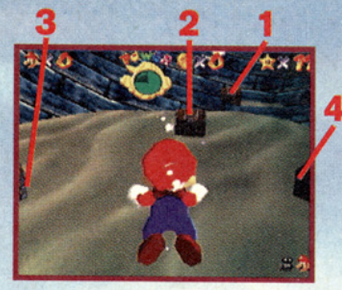
Double jump to reach each hole—the one on the left gives an extra life, the one on the right takes you to a hidden level.

Eight coins are hidden here. Collect them all and get an extra star. Go back and jump through the picture to start the third course.

Star One

At the start of the level, jump in the water and swim toward the sunken ship.

Swim around the eel to lure it away from the hole. Go into the hole.



As you enter the ship, you see four chests. To drain the water, you must open them in the order shown above.

Jump from platform to platform to reach the top of the ship. Break open the yellow box to reveal the first star.

Star Two

Return to the ship and swim into this large hole.

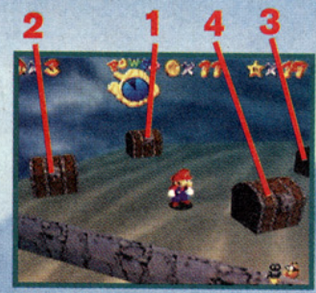
Swim near the eel and lure him out of the hole.

Grab the star on the end of the eel's tail. You now have the second star.

Star Three

Swim though the large underwater tunnel on the sea floor.

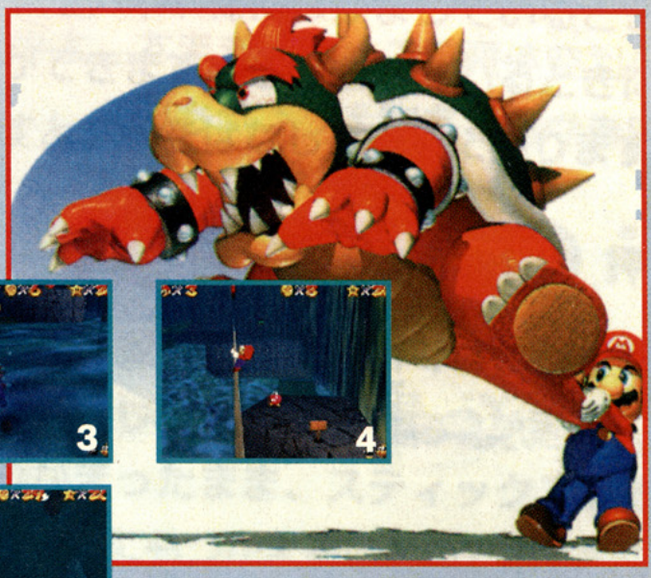
Once on solid land, run to the left and toward the back of the cave.



Open the four chests in the order shown. You're rewarded with the third star.

Star Four

These are the areas where you can find the eight coins in the level; collect them all, and you get the fourth star.



Star Five

Near where you found the four red coins is a bomb guy. Talk to him and a cannon opens up.

Jump inside the cannon.

Point the crosshair above the middle stalagmite. Be sure the crosshair is exactly at the point shown, then fire.

Climb to the top of the stalagmite and face the star on the small platform. Jump off to reach the fifth star.

Star Six

A green box is located near the red bomb guy. Hit the box and you turn metallic.

Jump in the water and sink toward the sixth star. The star is located near where the water current pushes you up.

Course Four

Most of the stars in the snow level are easy to get—it's the snow that makes the level difficult. If you pick up too much speed, you can easily slide off areas to your demise.

Upon entering the castle, go through the door on the left with the number "3" on it. Once inside, jump through the picture.

Course Four Warp

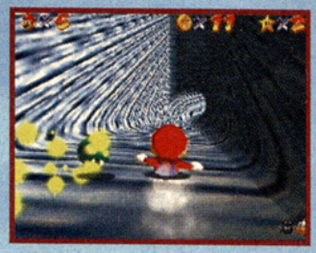
The level warp is behind the small house at the top of the mountain at the end of this broken bridge. This warp takes you to the bottom of the level.

Star One

At the start of the level, jump inside the chimney.

Slide down the icy ramp.

If you're looking for a shortcut, slide into the first bank. Use the coins to guide you.



Once you're through the bank, slide down a small tube where you'll find some 1-ups. At the bottom, go back outside and get the first star.

Star Two

At the start of the level, grab the small penguin that's above the house.

While holding onto the penguin, descend the mountain.

At the bottom of the mountain, you encounter the mama penguin.

Returning baby back to mama gets you the second star.

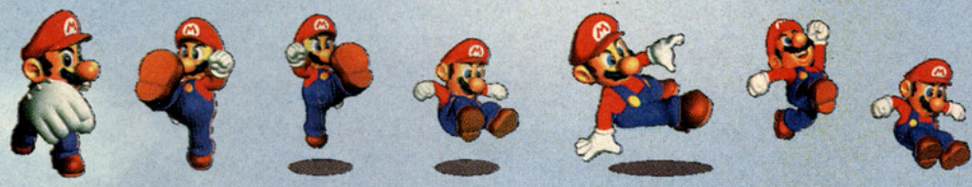
Star Three

Jump back inside the chimney.

This time you get to race the mama penguin!

To get the star, you can't take any shortcuts—including falling from one section of the slide to another.

Win the race (without cheating or taking shortcuts) and you earn the third star.



Star Four

Here are the locations of the eight coins in the level. Collect them all to get the fourth star.

Star Five

Walk toward the snow boulder that's just on the other side of the house at the top of the mountain.

Race the boulder down the mountain (the boulder grows as it descends). Stay directly on the race path.

About halfway down the mountain, you come across another boulder with a face on it. Hide behind it to escape the first boulder.

The two boulders collide and make one large snowman—and you get the fifth star.

Star Six

Ride the snowlift from the bottom of the mountain to the top and talk with the red bomb guy. He opens some cannons for you. Jump in the cannon that's located near the mama penguin.

Once inside the cannon, move the crosshair just above the tree in the distance. Be sure the crosshair is exactly at the point shown, then fire.

You are now in a new section of the course. Follow the path to the right and up the side of the mountain.

Do a double jump, then kick off the wall to reach the platform above. This platform takes you to the sixth star.

Course Five

The haunted castle is small, but confusing. To defeat ghosts, turn your back to them, then do Mario's sit attack to destroy them. To destroy the eyeballs, keep running around them until they disappear.

Upon entering the castle, go through the unmarked doors on either side in the main room. Instead of going down the stairs to the locked door, run down the long hallway toward the large ghost.

Inside the courtyard, run to the back left corner to find a ghost covering a brown cage. Do Mario's sit attack to knock the cage out of him. Now you can enter the course.

Star One

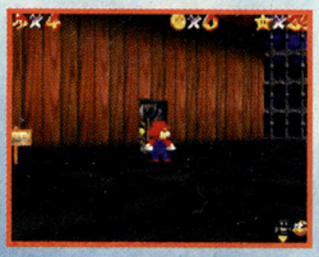
At the start of the level, go inside the large castle that's directly ahead. Once inside, go through each door on the ground floor.

In the first room on the left, wait for the two ghosts to come through the blue wall. Destroy them both with Mario's sit attack.

Repeat this process in each room on the ground floor. There are five ghosts in all.

After destroying the five ghosts, go back to the main room. A large ghost appears. Three hits will destroy him, and you get the first star.

Star Two



At the start of the level, go inside the small shed to the side of the castle.

Inside the shed, ride the platform down to the basement of the castle. Go through the second door, then follow the path to the door on the right (where the carnival music is coming from).

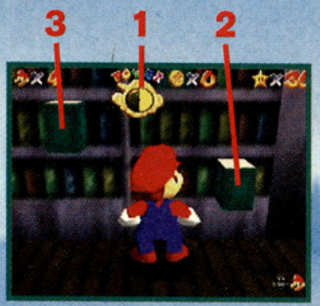
The floor is rotating and small ghosts are emanating from the walls. Destroy the ghosts as they approach you.

Finally, a large ghost appears. Hit him three times, and get the second star.

Star Three

Climb the stairs in the large castle.

Enter the second door on the left and run past the flying books around the corner.



The room leads to a dead end—or so it seems! Hit the three books in this order, and a secret passage opens up.

Go through the secret passage and grab the third star.

Star Four

Here are the locations of the eight coins in the level. Get them all and you earn the fourth star.

Star Five

Back inside the castle, go to the second floor and enter the last door on the right. Jump on the small platform, then jump-kick off the wall to reach the door that's directly above you.

Go through the double doors. These lead to the castle roof.

Hit the large ghost three times to knock the fifth star from him. The star flies to the very top of the castle.

To grab the star, long jump to this section of the roof. From here, jump to the top of the roof and walk back to find the star.

Star Six

Once inside the castle, go to the second floor, and enter the last door on the right. Now open the door on the other side of the room to get a blue box.

Hit the box to turn invincible, then quickly jump-kick off the wall again to reach the door above you.

Run quickly through the blue wall while you're temporarily invincible.

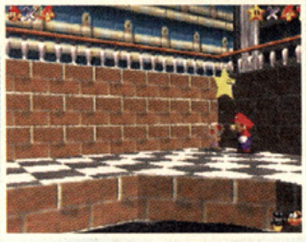
To get the sixth star, keep running around the large eye until it's destroyed.

Course Six

This is one of the most confusing courses in Super Mario 64 because the many paths and rooms available to explore look mostly the same. The green switch is also in this course.

Unlock the basement of the castle and go through the door you find at the end of the green hallway.

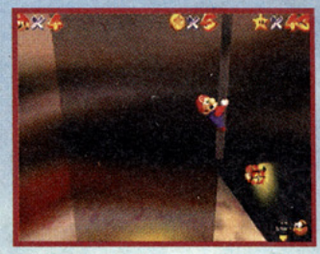
Run to the right and head through the door that's on the small ledge.



Before jumping in the black pool of water to start the course, talk to the mushroom guy and get a star.

Star One

At the start of the level, go through the door on the right.



Slide down the pole and run through the tunnel directly below. Ride the platform up to the door.

Follow the small edge to the right, and jump to the section where the boulders are coming from. Run past the boulders and enter the door to the right. Take the next platform down and follow the path to the water.

Jump on the swimming dinosaur's back and use your sit attack to stand on his head. Guide him to the first star in the middle of the lake.

Star Two

You can find the eight coins in the level in these areas. Collect them all and you get the second star.

At the start, enter the door on the right. Slide down the pole, climb the steps, and head toward the back left of the room. Use this platform and the one above you to grab the eight coins.

Star Three

Run past the boulders and go through the door on the right. Take the platform down to the water.

Hit the green box that's located where the platform stops and follow the path that leads underwater. Now you're metallic.

While you're still metallic, step on the switch at the end of the path to open a gate.

Go through the door and long jump to reach the third star at the end of the room.

Star Four

Slide down the pole near the beginning of the level and go through the door on the left.

This leads to a cave with yellow toxic gas. Run toward the blue-and-white switch at the center of the level.

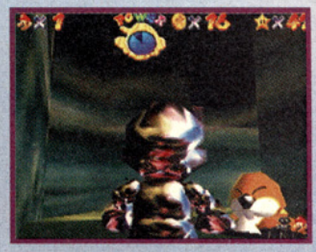
Take the path that has stalagmites and bats flying around. Stay metallic so the gas can't harm you.

Around the corner and near a wide hole in the ground, you see a door up in the wall. Use Mario's backflip to reach it.

This door takes you to the fourth star.

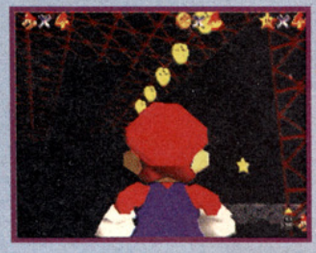
Star Five

Return to the cave section. When you enter the cave, run straight ahead past the red enemy. Hit the green switch at the end of the hall, then run to the right.



Take the next turn to the left by the groundhog. Just past it is another hidden door up in the wall.

Backflip to reach the door and go inside. A platform takes you to a section above the falling boulders.



Jump and grab the red metal grates to get the fifth star.

Star Six

Go back to the boulders and run past them—but don't go through the door!

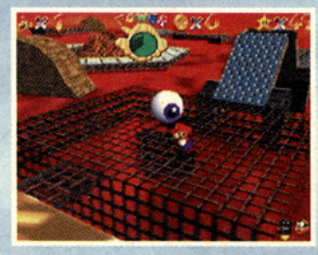
Double jump and kick off the wall near the door. There's a ledge on both sides above the door. The sixth star is on the ledge to the right.

Course Seven

The lava level is straightforward. Touching the lava damages you, but it doesn't kill you instantly. This gives you a second chance to get back on course.

Open the basement of the castle and go through the door at the end of the green hallway. To start the course, jump in the picture that has a face made of flames.

Course Seven Warp



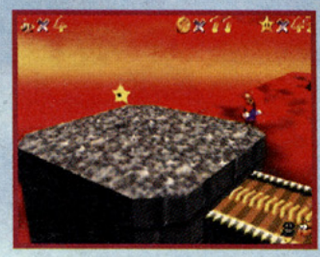
Follow the path over the drawbridge to the eyeball. To destroy the eye, run around it. To activate the warp, drop down the hole the eye was guarding. This warp takes you to an isolated section with a red box.

Star One

At the start of the level, follow the path over the drawbridge and to the right.

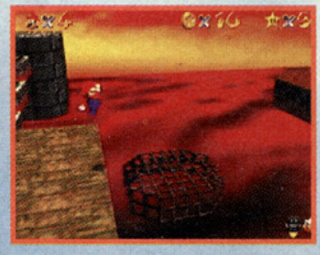
Turn right at the rotating flamethrowers, and head toward the large square island.

Kick the ball creature into the lava, and the star appears.

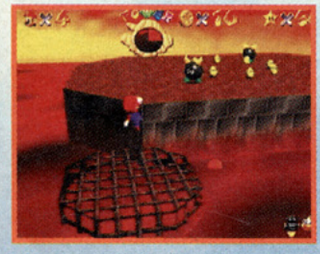


Follow the path that leads you to the first star.

Star Two

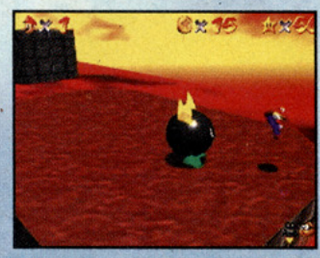


Backtrack to where the large ball creature was and jump on the mesh platform.



Ride the platform to the next section of land.

Kick the three small ball creatures into the lava.



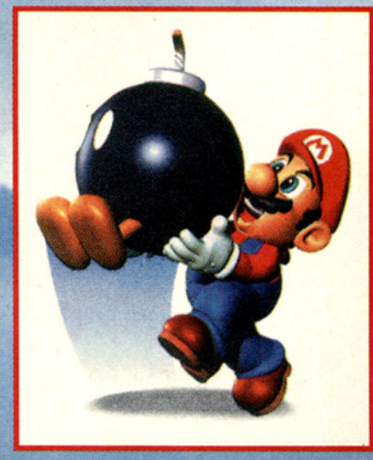
A large creature suddenly appears! Kick it into the lava and get the second star.

Star Three

All eight coins are located on one small section of land. Collect all the coins and you earn the third star.

Sections of the ground move here, so watch your step.

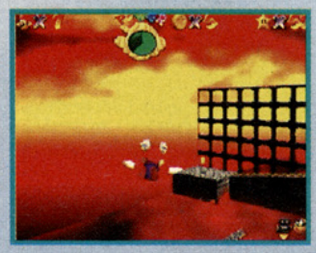
After collecting all eight coins, the third star appears in the top right corner.



Star Four

Use the warp to hit the red box so you can fly.

Fly around the left side of the gated land section.



Once around the front of the section, fly toward the back left corner.

Swoop down and grab the fourth star.

Star Five

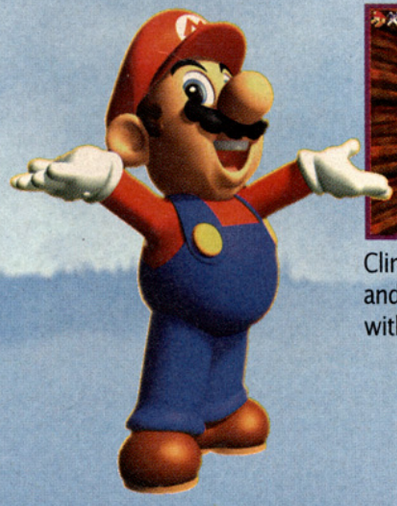
Jump inside the mouth of the volcano to locate the last two stars in the course.

Inside the volcano, follow the path that leads to the inside walls of the volcano.

Run up the path along the inside walls.

The path ends near a lava fall. From here, climb and jump from pole to pole.

Climb the last pole to the top and jump onto the section with the fifth star.



Star Six

Inside the volcano, jump to the checkered platform.

Halfway up the volcano, jump to the second platform.

From the second platform, jump onto the pole in the center of the volcano.

Climb to the top of the pole and jump onto the section of land with the rotating flamethrowers. Quickly climb the pole next to the base of the flamethrowers.

Climb to the top of the pole. There's the sixth star!

Course Eight

The desert level is loaded with hazards like quicksand and sand storms. To help avoid these traps, set your camera angle to center back. This gives you a broader view of the level, and makes it easier to find safe passage.

Open the castle basement and go through the door at the end of the green hallway. Run to the right of the picture with the flames.

Jump into this wall, which leads to a dead end. Course Eight is behind the wall.

Course Eight Warp

The warp is in the far right corner of the level (just past the red box). It takes you to the other side of the course.

Star One

Take the warp to the other side of the level and talk to the red bomb guy to open up the cannon. Warp back.

Hit the red box, then jump into the cannon. Aim the crosshair toward the vulture, and fire.

Fly into the vulture to knock the star out of his grasp.

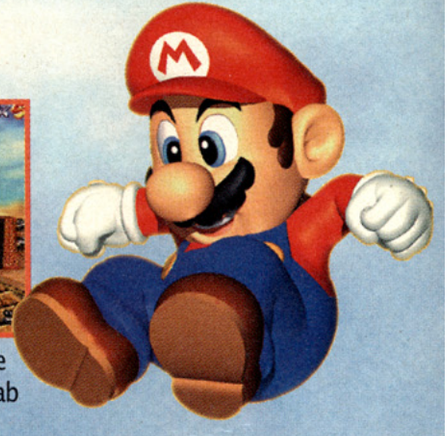
The star flies to the back of the level where you can get it.

Star Two

Hit the red box to get the flying wings and then jump into the cannon.

Aim the crosshair at the large pyramid, and fire.

Fly around to the top of the pyramid where you can grab the second star.



Star Three

Take the warp—or fly—to the other side of the level. Run around the pyramid and find the ramp that leads inside.

Inside the pyramid, take the path that leads to the right. Stay out of the sand in the center of the room—it slowly drags you under.

Work your way up along the outside of the pyramid.

You get the third star at the top of the pyramid.

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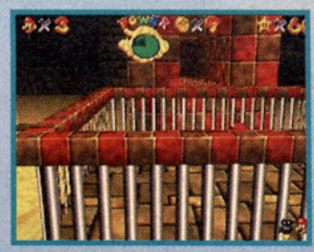
Star Four

Hit the red box to get the wings, then jump into the cannon again. Fly and land on the four large pillars surrounding the pyramid.

When you land on the fourth pillar, the top of the pyramid blows off.

Fly to what's left of the top of the pyramid and enter the small hole.



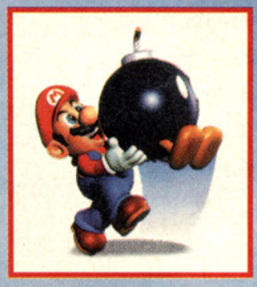
A platform lowers you to the center of the pyramid. Jump in the small hole in front of you.

Sub Boss

The hole takes you to the end boss. These two stone hands try to smash you and push you off the ledge. To destroy the hands, wait for the eye to open on their palms.

Star Five

This is where you can find the eight coins in the level. Collecting them all gets you the fifth star.

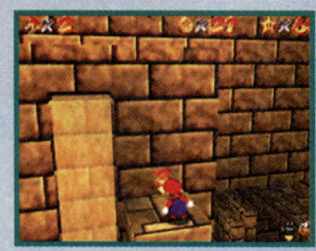


Star Six

Inside the pyramid, find the five strategically placed yellow coins. The first one is in the flowing river of sand.

Run against the current and grab the second coin.

Walk off the ledge at the top of the pyramid (next to the top of the flowing sand).



Three ledges are beneath you. The last three coins are on this ledge. The fifth coin reveals the location of the sixth star.

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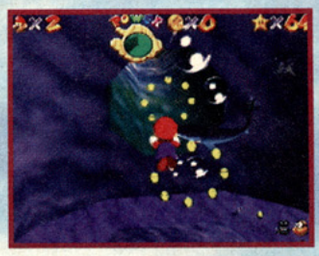
Course Nine

This water level is split into two sections joined by an underwater tunnel. You must swim between the two sections to collect all the stars, but stay clear of the whirlpool at the bottom of the first section. After you collect one star in the level, the course moves back, allowing you to fight Bowser for the second time.

Open the basement of the castle, then open the door to the right to find a large star.

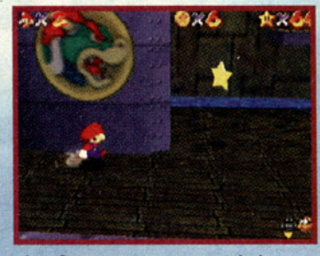
Star One



At the start of the level, swim through the underwater tunnel to the other section of the course.

Get out of the water and jump on this switch to activate the temporary blocks of stairs.

Climb the stairs and get on top of the huge submarine floating in the water.



The first star is toward the front of the sub.

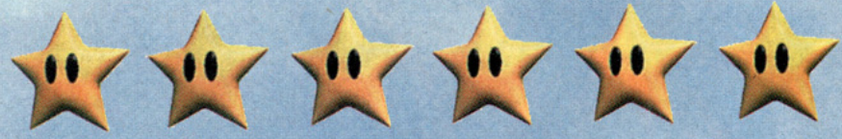
Star Two

Swim down to the bottom of the first section of the level. Open the four chests in this order: First, open the chest next to the red clam.

Second, open the chest near the underwater tunnel.

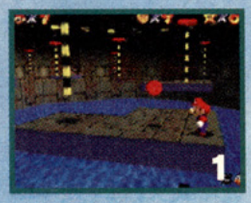
Third, open the chest that's isolated from other objects.

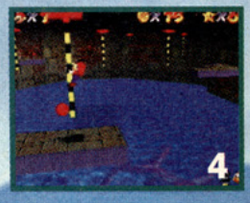
The second star is in the fourth chest next to the whirlpool.

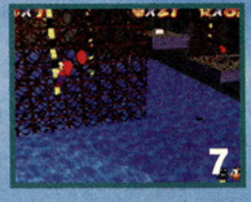


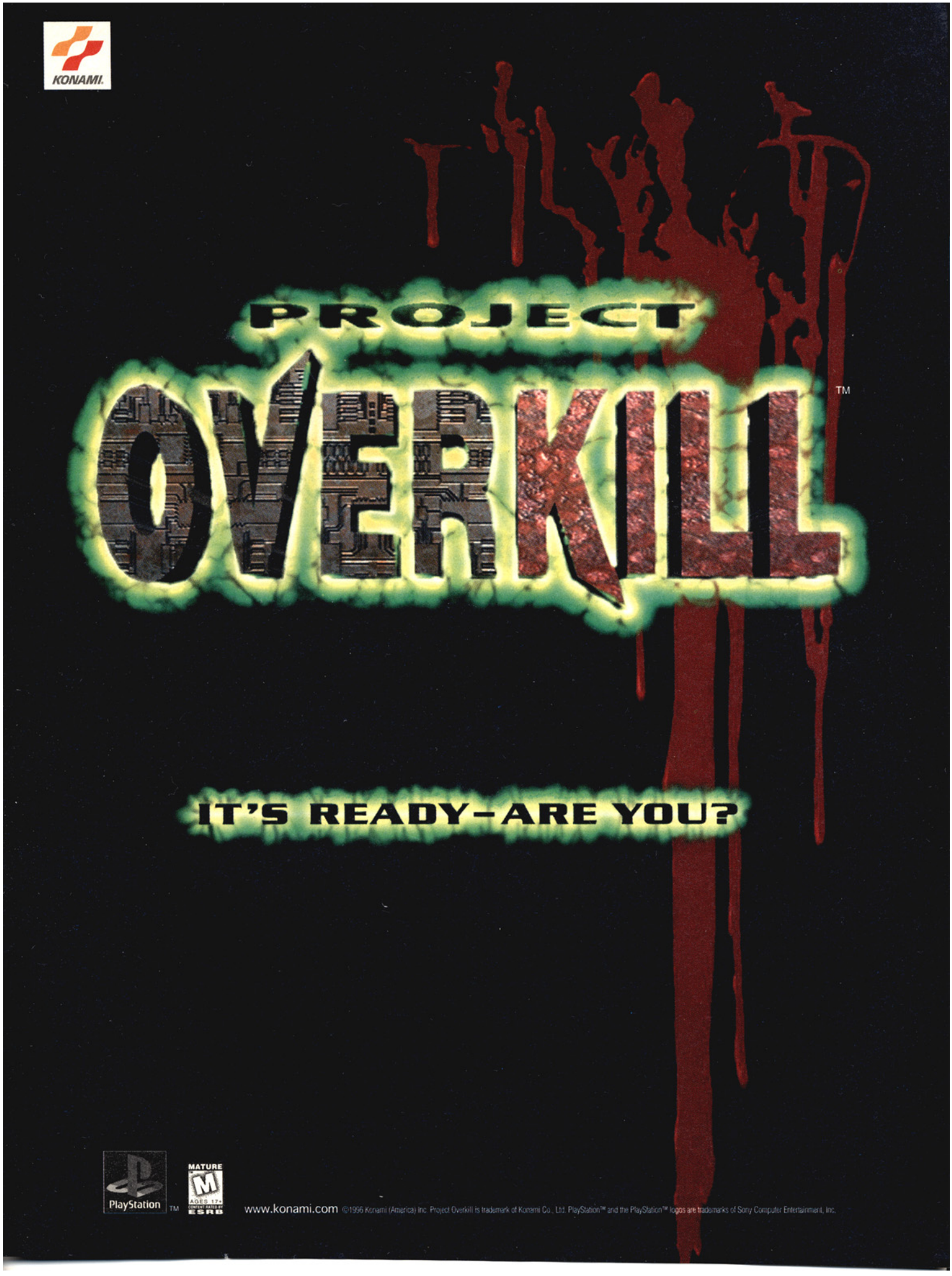
Star Three

Swim to the second section of the course. This is where you can find all eight coins in the level. Collect them all to get the third star.





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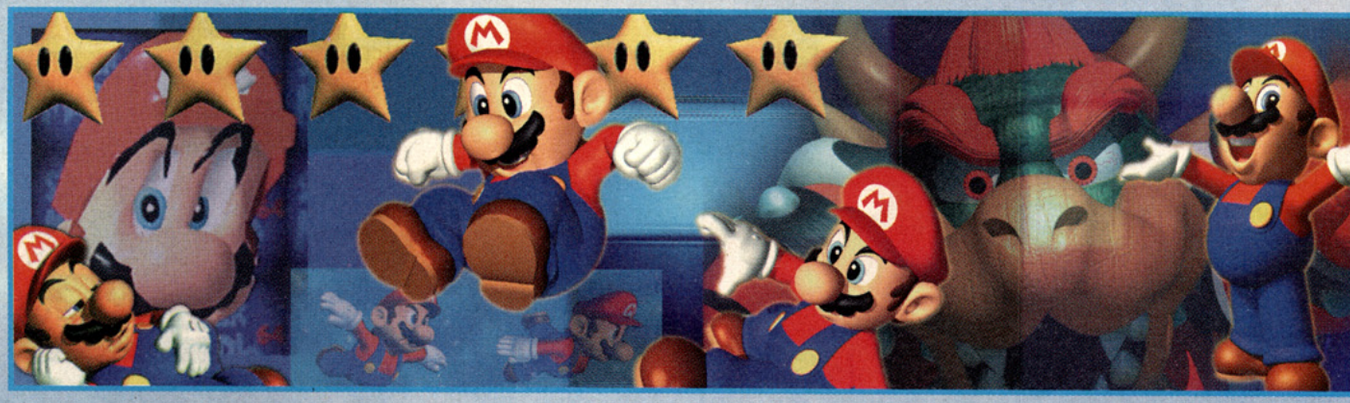


Star Four

Swim to the second section of the course. Go through the five consecutive water rings directly above the air vent, and the star appears.

Jump out of the water and hit the green switch to make yourself turn metallic.

Jump back in the water and move toward the air vent.

In metallic form, you can grab the fourth star.

Star Five

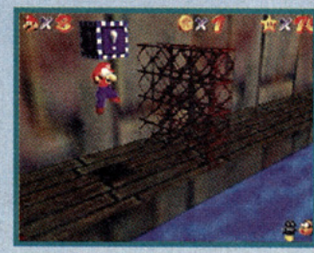
Follow the large manta ray in the first section.

Swim through the five consecutive water rings that the manta ray produces.

You get the fifth star after the last ring.

Star Six

Swim through the underwater tunnel to the second section of the course.



Jump out of the water and hit the blue switch to turn invincible. Jump back in the water.

While still invincible, swim through the fence and get the sixth star.

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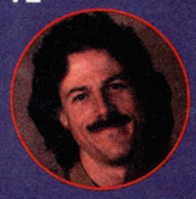

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Course Ten

One of the smallest levels in the game, this snow course is loaded with hills, which makes it difficult to move. The key is to go slowly and not let the snow hinder your gameplay.

When you defeated Bowser the second time, you gained a key. Now use the key to open the door at the top of the stairs in the main room in the castle. Go though the door with the red carpet in front of it.

In the next room, run to the right and jump into the wall to start Course Ten.

Course Ten Warp

At the start of the level, run to the right, toward the second tree. The warp is located here.

Star One

Jump to the island.

Run toward the moving hills and jump up to the ledge with the fence. Follow the path up the side of the mountain.

Use the penguin as a shield against the snowman who's trying to blow you off the mountain.

The first star is at the top of the mountain.

Star Two

At the start of the level, run to the left toward the star that looks as if it is frozen in ice.

Work your way through the basic maze.

Eventually you get on top of the maze. Drop onto the second star.

Star Three

Run up this path to the large frozen sphere.

Don't fall into the frozen water—it inflicts massive damage.

Kick the sphere off the platform and get the third star.

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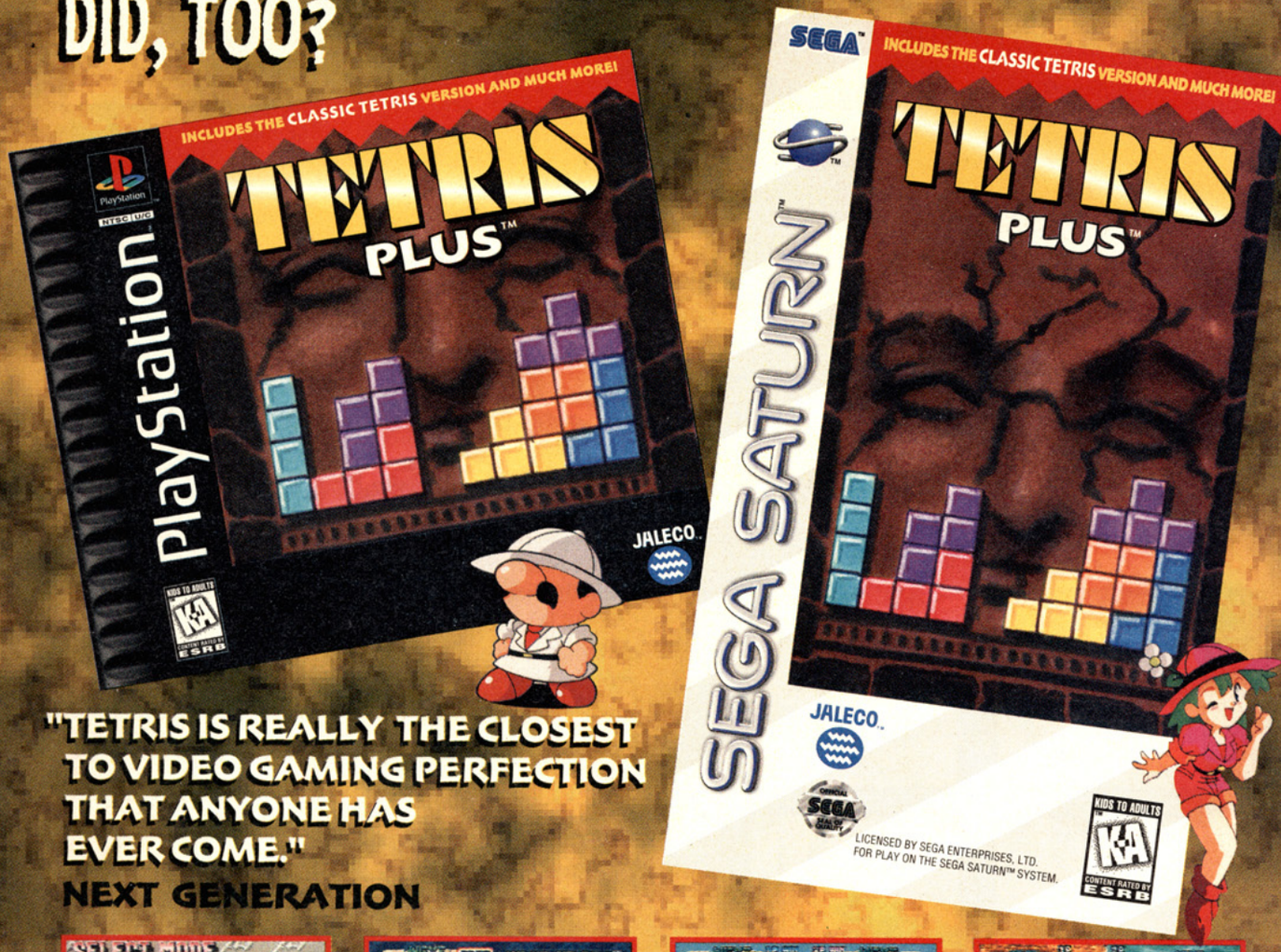

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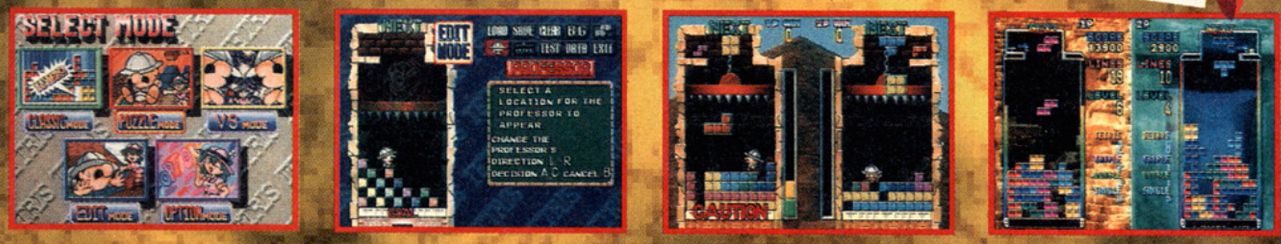

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Star Four

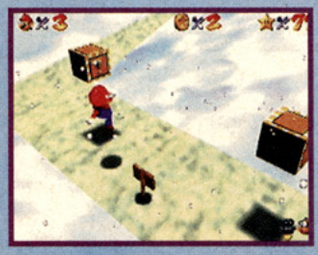
Talk to the red bomb guy to open the cannon. Use the sixth star as a reference point to locate the bomb guy. Move the crosshair to the point shown above.

Move the crosshair almost straight up in the air. Use this side of the mountain as a guide, then fire.

If you aim correctly, you'll fly over the mountain off to the side of the water and toward two yellow boxes and some red coins.

The fourth star is in the box that's closest to the side of the mountain.

Star Five



Use the cannon again to reach the two yellow boxes. Then hit the other box and get the turtle shell. Use the shell to help you collect the eight coins in the areas shown below for the fifth star.

Star Six

Climb the side of the mountain and fall off the path just past the penguin.

Enter the igloo.

Around the back and to the left is the red bomb guy. Talk with him and he opens up the cannon.

Do a backflip to hit the blue box in the back right corner of the igloo.

While you're still invincible, run toward the igloo entrance where the sixth star is frozen in ice.

From here, you can either fight Bowser a third time to beat the game or go through Courses Eleven through Fifteen to collect the rest of the stars. There are 120 stars total.

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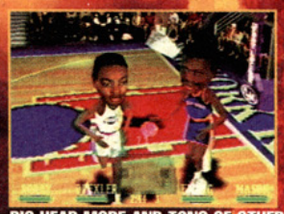

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THE FIGHTER'S EDGE

TOURNAMENT-WINNING COMBOS AND STRATEGIES

Street Fighter Alpha 2 expands upon the best 2D fighting game to date. While most of the basic skills from the original SFA (like air blocking, rolling on the ground, and super moves) remain the same, SFA2 benefits from some major changes to the combo system.

By Bruised Lee

Basic Skills

Here are some basic skills you should know and use during a fight.

Air Blocking

To perform an air block, hold ← while in the air (this is the same move you make to block while on the ground). Some major rules apply, and not all moves can be blocked in the air. Here's a list of what can and can't be air blocked.

Can Be Air Blocked

Air attacks and projectiles can be air blocked.

Can't Be Air Blocked

All ground-based normal moves and super combos (except for Charlie's Sonic Blade) are impervious to air blocks.

Alpha Counters

Each fighter has two Alpha Counters. When an opponent comes in for an attack, and your character starts their blocking animation, perform an Alpha Counter (see the characters' profiles for more on how to execute these moves). Using an Alpha Counter takes one level off your Super bar.

Super Moves

When your Super bar reaches one of the three possible levels, you can perform a super move. When the Super bar maxes at Level Three, you can perform either a three-button super move that does maximum damage and expends the entire bar or a one- or two-button super move that inflicts lesser damage and fewer hits and decreases a portion of the bar. The severity of the super move depends on how many buttons you press. See the characters' profiles for more on how to perform these moves, and look for future updates on the rest of the characters.

Roll on the Ground

All fighters can still roll on the ground after being knocked down. Simply motion a half-circle toward your opponent, then push any button at the end of the motion. The button you press determines the distance you'll roll.

Combo Skills

The following combo skills are used throughout this guide and are essential to properly playing SFA2.

Starting Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time the combo correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect.

Custom Combo System

Like super moves, custom combos are performed by simultaneously pressing two punch buttons and one kick button, or two kick buttons and one punch button. During this time, players can chain any button or special moves together to score a high-hitting combo, but more hits doesn't mean more damage. The key is to juggle your opponent in the air—players take more damage in the air. You get the best results when custom combos are performed when your Super bar is at Level One.

Start with an Air Attack

Most of the combos on the following pages start with the characters jumping in deep with a move. However, you don't have to start by jumping in; this method is just a good way to get in close to your opponent and score an extra hit. You can also start a move with an air attack.

Cross-Up Attack

To perform a cross-up attack, jump toward the opposite side of your opponent with a move. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

Note: Not all characters have cross-up attacks (see the characters' profiles for more on how to do cross-up attacks).

Example of a Basic Two-in-One Combo

Hold ↓, tap SK. As soon as your character starts to perform the move, two-in-one immediately with the second move.

Motion ↘ → FP. Normally, to perform a Fireball, you motion ↓ ↘ → FP. But since you were holding ↓ from the previous move, you only have to motion ↘ → FP to pull off the two-in-one.

Controller Legend

P	= Punch	K	= Kick
FP	= Fierce Punch	FK	= Forward Kick
JP	= Jab Punch	RK	= Roundhouse Kick
SP	= Strong Punch	SK	= Short Kick

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Example of a Custom Combo

The characters' profiles on the following pages explain the best way to get air juggle hits in a custom combo.

Tap (JP SP SK) to start the custom combo.

Tap (↓ RK) to knock an opponent to the ground.

Tap RK to juggle your opponent in the air.

Tap FP, two-in-one to as many Fireballs as possible.

Special Moves

Fireball

Motion ↓ ↘ → P

Medium Fireball

Motion ↓ ↘ → P, tap P

Large Fireball

Motion ↓ ↘ → P, tap P, P

Uppercut

Motion → ↓ ↘ P

Hurricane Kick

Motion ↓ ↙ ← K

SAKURA

Super Moves

Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

Vacuum Hurricane Kick

Motion ↓ ↙ ← ↓ ↙ ← K

Rising Uppercut Wave

Motion → ↓ ↘ → ↓ ↘ K

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Combos

Three-Hit Ground Combo

Tap JP

Tap (↓ SK)

Tap SK

Nine-Hit Uppercut Combo

Jump in deep, tap RK

Tap (↓ JP)

Tap SK, two-in-one

Motion → ↓ ↘ FP

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion ↓ ↙ ← RK, two-in-one

Motion → ↓ ↘ FP

Three-Hit Uppercut Combo

Jump in deep, tap SP

Tap (↓ JP), two-in-one

Motion → ↓ ↘ JP

Three-Hit Fireball Combo

Jump in deep, tap SP

Hold ↓, tap FP, two-in-one

Motion ↘ → FP

Ten-Hit Level-Three Super Combo

Jump in deep, tap RK

Tap (↓ JP)

Tap (↓ SK), two-in-one

Motion ↓ ↘ → ↓ ↘ → (SK FK RK) for seven hits

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Special Moves

Mantis Fighting Style

Note: The following moves are done Mantis style.

Mantis Fury

Tap P repeatedly

Mantis Kick Uppercut

Motion → ↓ ↘ K

Note: Keep tapping K for more hits.

Crane Fighting Style

Tap (SK FK RK)

Note: The following moves are done Crane style.

Crane Dive

Hold ↓ for two seconds, tap (↑ K)

Crane Roll

Hold ← for two seconds, tap (→ P)

Super Moves

Note: You must be in Mantis fighting style to perform these two moves.

Mantis Charge

Motion ↓ ↘ → ↓ ↘ → P

Mantis Barrage

Motion ↓ ↙ ← ↓ ↙ ← P

Note: You must be in Crane fighting style to perform these two moves.

Crane Throw

Motion → ↓ ↘ → ↓ ↘ K

Crane Wall Dive

During jump, motion ↓ ↙ ← ↓ ↙ ← K

GEN

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

More Combos

Four-Hit Fury Combo
Jump in deep, tap RK, JP, JP, JP

Four-Hit Ground Combo
Tap (↓ SK), JP, JP, (↓ FK)

Five-Hit Kick-Uppercut Combo
Jump in deep, tap FP, two-in-one, motion → ↓ ↘ FK, tap FK, FK, FK for four hits

Combos

Five-Hit Cross-Up Combo

Cross up, tap FK | Tap (↓ SK) | Tap JP | Tap JP | Tap JP

Level-One Custom Combo

Tap (JP SP SK) | Tap RK | Tap (↓ RK) | Tap RK, two-in-one | Motion → ↓ ↘ RK

Nine-Hit Level-Three Super Mantis-Charge Combo

Jump in deep, tap RK | Tap (↓ SK) | Tap JP, two-in-one | Motion ↓ ↘ → ↓ ↘ → (JP SP FP) for six hits

Ten-Hit Level-Three Super Mantis-Barrage Combo

Tap (↓ SK) | Tap JP | Tap JP, two-in-one | Motion ↓ ↙ ← ↓ ↙ ← (JP SP FP) for six hits

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Special Moves

Glowing Backhand

Motion → ↓ ↘ P

Running Body Press

Motion 360 degrees starting from any direction and tap K

Note: You must be outside sweep distance to perform this move.

Double German Suplex

When in close, motion 360 degrees starting from any direction and tap K

Spinning Pile Driver

When in close, motion 360 degrees starting from any direction and tap P

Spinning Lariat

Tap (JP SP FP) or (SK FK RK)

Super Moves

Flying Fist

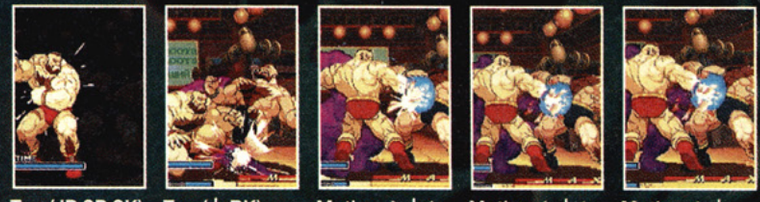
Motion ↓ ↘ → ↓ ↘ → K

Atomic Buster

When in close, motion 360 degrees twice starting from any direction and tap P

Combos

Level-One Custom Combo



Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion → ↓ ↘ FP, two-in-one

Motion → ↓ ↘ FP, two-in-one

Motion → ↓ ↘ FP

Two-Hit Lariat Combo

Tap (↓ SK)

Tap (SK FK RK)

Three-Hit Level-One Super Combo

Cross up, tap (↓ FP)

Tap (↓ JP), two-in-one

Motion 360 degrees twice starting from any direction and tap P

ZANGIEF

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Three-Hit Cross-Up Combo

Cross up, tap (↓ FP)

Tap (↓ JP)

Tap (JP SP FP)

More Combos

Three-Hit Jump-In Jab Combo

Jump in deep, tap SK, (↓ JP), (↓ JP)

STRATEGY TACTICS

One

Zangief's crouching FK takes priority against opponents jumping in from far away.

Two

Zangief's crouching SP takes priority against enemies jumping in from a close distance.

Two-Hit Jump-In Lariat Combo

Jump in deep, tap FP

Tap (SK FK RK)

Two-Hit Cross-Up Spinning Pile Driver

Cross up, tap (↓ FP)

Motion 360 degrees, tap P

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Special Moves

Ground Slide

Tap (↓ K)

Yoga Air Flame

Motion → ↘ ↓ ↙ ← K

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Note: This move can be performed in the air.

Yoga Fire

Motion ↓ ↘ → P

Head Drill

While in the air, tap (↓ FP)

Yoga Flame

Motion → ↘ ↓ ↙ ← P

Feet Drill

While in the air, tap (↓ K)

Super Moves

Super Yoga Blast

Motion ↓ ↘ → ↓ ↘ → P

Yoga Throw

Motion ↓ ↘ → ↓ ↘ → K

Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK)

Hold ←, tap RK

Hold ←, tap RK

Hold ←, tap RK

Hold ←, tap RK, two-in-one

Motion → ↘ ↓ ↙ ← FP

DHALSIM

Strategy Tactics

One When an opponent is about to throw a projectile, teleport behind them to perform a move or combo.

Motion → ↘ → (SK FK RK)

Two Dhalsim's Air Counter has priority—use it when an opponent jumps in to attack.

Hold ←, tap SP

Combos

Three-Hit Jump-In Fireball Combo

Jump in deep, hold ←, tap RK

Hold ←, tap SP, two-in-one

Motion ↓ ↘ → FP

Two-Hit Drill Slide Combo

Jump up, tap (↓ RK)

Tap (↘ RK)

Three-Hit Level-Three Super Combo

Note: Don't use up the entire Super bar at once—instead use one level at a time for each hit. Your opponent must be jumping in order for you to start this combo.

Motion ↓ ↘ → ↓ ↘ → K, two-in-one

Motion ↓ ↙ ← ↓ ↙ ← K, two-in-one

Motion ↓ ↘ → ↓ ↘ → K

Two-Hit Feet-Drill Combo

Jump up, tap (↓ RK)

Tap SK

More Combos

Three-Hit Head-Butt Corner Combo
Jump up, tap (↓ RK), FP for two hits

Two-Hit Fireball Combo
Tap (← FP), two-in-one, motion ↓ ↘ → FP

Two-Hit Corner Combo
Motion ↓ ↘ → JP, tap FP

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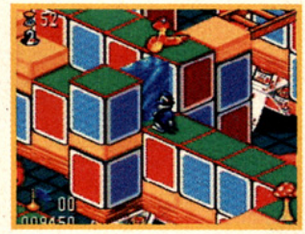

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ROLENTO

Alpha Counters
Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

Special Moves

Baton Spin

Motion ↓ ↘ → P
Note: This move can be chained up to three times.

Backward Spin

Motion ↓ ↙ ← P, then tap P again to attack

Forward Spin

Tap (JP SP FP), then tap any P to attack

Knife Throw

Motion → ↓ ↘ K, then tap K to throw the knife

Wall Attack

Motion ↓ ↙ ← K, then tap K or P to attack

Quick Jump

Tap ↓, ↑

Baton Lift

Tap (→ FK)

Strategy Tactics

One The range on a Level-Three Hanging Attack is the whole screen. The move, which is unblockable, is best used against long-range projectiles.

Motion ↓ ↘ → ↓ ↘ → (SK FK RK)

Two Rolento's Air Counter move has priority. Use it when enemies jump in to attack.

Hold ←, tap SP

Super Moves

Fire Raid

Motion ↓ ↙ ← ↓ ↙ ← P

Hanging Attack

Motion ↓ ↘ → ↓ ↘ → K

Combos

Fourteen-Hit Baton-Beating Combo

Jump in deep, tap SP | Tap JP, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP

Fourteen-Hit Cross-Up Baton Nightmare Combo

Cross up, tap FK | Tap JP | Tap JP, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP

More Combos

Two-Hit Takedown Combo
Jump in deep, tap FP, (↓ RK)

Four-Hit Level-Three Super Combo
Tap (↓ SP), two-in-one, motion ↓ ↘ → ↓ ↘ → (SK FK RK)

Level-One Custom Combo

Tap (JP SP SK) | Tap RK | Tap RK | Tap RK | Tap RK | Tap RK, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP, two-in-one | Motion ↓ ↘ → FP

THIS MAN WANTS TO SAVE HUMANITY.

RobotronX.

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PlayStation

Williams

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Special Moves

Dragon Punch

Motion → ↓ ↘ P

Overhead Axe Kick

Tap (→ SP)

Ground Roll

Motion ↓ ↙ ← P

Fireball

Motion ↓ ↘ → P

Hurricane Kick

Motion ↓ ↙ ← K

Note: This move can be performed in the air.

Super Moves

Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → P

Vertical Dragon Wave

Motion ↓ ↘ → ↓ ↘ → K

Combos

Five-Hit Cross-Up Fireball Combo

Cross up, tap FK

Tap (↓ SK)

Tap (↓ JP)

Tap (↓ SP), two-in-one

Motion ↘ → FP

Four-Hit Jump-In Fireball Combo

Jump in deep, tap FP

Tap (↓ JP)

Tap (↓ FP), two-in-one

Motion ↘ → FP

KEN

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK), two-in-one

Motion ↓ ↙ ← RK, two-in-one

Motion → ↓ ↘ FP

Eleven-Hit Level-Three Super Combo

Cross up, tap FK

Tap (↓ JP)

Tap (↓ SK), two-in-one

Motion ↓ ↘ → ↓ ↘ → (SK FK RK) for eight hits

Strategy Tactics

One This is a great way to get in close and cross up your opponent for a combo.

Two Use small and fast combos tied into a roll at the end. Keep changing the distance (sometimes rolling behind or in front) to confuse your opponent into blocking your next combo attack.

Tap (↓ RK)

Cross up, tap FK

Tap (↓ SK)

Tap (↓ JP)

Tap (↓ FK)

Motion ↓ ↙ ← SP or FP

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Special Moves

Fireball

Motion ↓ ↘ → P

Knee Flip

Tap (↘ RK)

Lightning Kick

Tap K repeatedly

Heel Kick

While in the air, hold ↓, tap FK

Split Kick

Motion → ↘ ↓ ↙ ← K

Vertical Spin Kick

Charge ↓ for two seconds, tap ↑, K

Super Moves

Super Vertical Kick

Charge ↙ for two seconds, tap ↘, ↙, ↑, K

Thousand-Burst Kick

Charge ← for two seconds, tap →, ←, →, K

Power Storm

Motion ↓ ↘ → ↓ ↘ → P

Strategy Tactics

One

To play a fast offensive game, always use this two-in-one combo.

Tap (↓ FK), two-in-one

Motion ↘ → FP

Two

For priority, press SK as soon as you leave the ground.

Three

Against a jumping opponent, run underneath, or use a cross-up counter with SP.

Combos

Three-Hit Fireball Combo

Jump in deep, tap FP

Tap (↓ FK), two-in-one

Motion ↘ → FP

Level-One Custom Combo

Tap (JP SP SK)

Tap (↓ RK), two-in-one

Tap (↑ RK), two-in-one

Tap ↓, (↑ RK)

Eight-Hit Level-One Super Combo

Note: Perform this combo in the corner and juggle your opponent with an RK Vertical Spin Kick for three more hits.

Jump in deep, tap FP

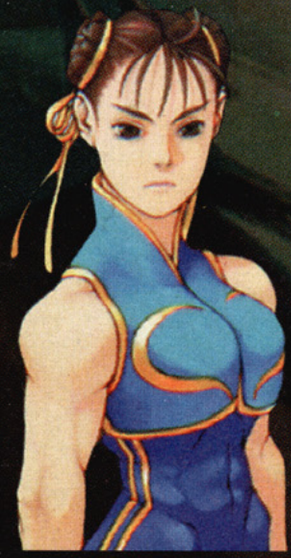
Tap JP

Tap JP

Hold ←, tap SK, two-in-one

Tap →, ←, (→ K)

CHUN-LI



Alpha Counters

Motion ← ↙ ↓ K
Motion ← ↙ ↓ P

You are here
... and here
TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.
WE EXPECT YOU TO BE IN THREE.
... and here.
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Special Moves

Sonic Boom

Charge ← two seconds, tap →, P

Charging Side Kick

Tap (→ RK) or (← RK)

Jumping Back Kick

Tap (→ FK) or (← FK)

Flash Kick

Charge ↓ two seconds, tap ↑, K

Super Moves

Somersault Justice

Charge ↙ two seconds, tap ↘, ↙, ↑, K

Sonic Blade

Charge ← two seconds, tap →, ←, →, P

Crossfire Blitz

Charge ← two seconds, tap →, ←, →, K

Combos

Eight-Hit Level-Three Super Combo

Jump in deep, tap FP | Tap JP | Tap JP | Tap SK, two-in-one | Charge ←, tap →, ←, →, (SK FK RK) for four hits

Five-Hit Flash-Kick Combo

Jump in deep, tap SK | Tap (↓ JP) | Tap (↓ JP) | Tap SK, two-in-one | Tap (↑ K)

Four-Hit Sonic-Boom Combo

Jump in deep, tap FP | Tap JP | Hold ↓, tap SP, two-in-one | Tap (→ FP)

Level-One Custom Combo

Tap (JP SP SK) | Tap (↓ RK), two-in-one | Tap ↓, (↑ RK), two-in-one | Tap ↓, (↑ RK)

CHARLIE

Alpha Counters

Motion ← ↙ ↓ P
Motion ← ↙ ↓ K

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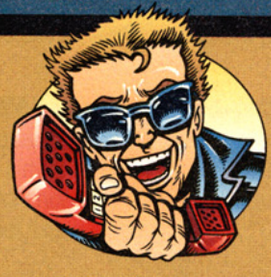

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Video Game Strategies, Weapons, and Tactics

Saturn

Ultimate Mortal Kombat 3

Play as Human Smoke, Classic Sub-Zero, Ermac, and Mileena, and Free-Play Mode

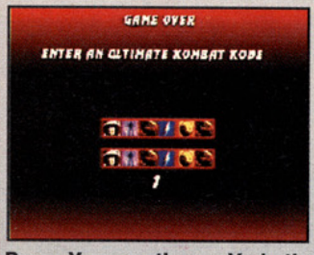
Play as Human Smoke

To play as Smoke in his human form, pick the Cyber-Smoke at the fighter-select screen. For Player One: **Simultaneously press and hold Left, High Punch, Block, High Kick, and Run** until the match starts. For Player Two: **Simultaneously press and hold Right, High Punch, Block, High Kick, and Run** until the match starts. When the fight begins, Cyber-Smoke explodes into human Smoke.

Play as Classic Sub-Zero, Ermac, and Mileena

Enter the codes to play as the hidden characters at the "Enter an Ultimate Kombat Kode" screen. To get to this screen, start a game against the computer, lose, and don't continue. A screen appears asking you to enter a code. Do the following button presses:

Play as Classic Sub-Zero



Press X seven times, Y six times, A five times, and B two times.

Play as Ermac

Press X nine times, Y six times, Z four times, A two times, B four times.

Play as Mileena

Press X seven times, A seven times, B two times, and C three times.

Free-Play Mode

At the screen that says "There Is No Knowledge That Is Not Power," **press Up, Up, Right, Right, Left, Left, Down, Down very quickly.** A voice says "Excellent." Now the game is in free-play mode and you have unlimited continues.

Saturn

Gun Griffon

Hard Mode, Infinite Jump, Disable Radar, and Infinite Ammo

At the title screen with the words "Press Start Button," press the following buttons very quickly:
Hard mode: **Press Down, C, C, A, Start.**
Infinite jump: **Press Up, Right, Down, Left, Z, Start.**
Disable radar: **Press B, B, B, Down, C, Start.**
Infinite ammo: **Press B, B, B, C, Start.**

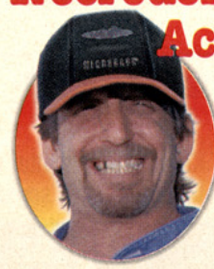
PlayStation

Jumping Flash

Hyper Mode

At the title screen, **press Up, Up, Down, Down,** ×, ×, **Left, Right, Left, Right,** ×, △, ×, △ to activate the World Select cheat. The option box should turn red. Start a game, and go to World 1, Stage 3, and defeat the dragon. Then go to World 2, Stage 1, pause the game, and retire. When it asks if you want to continue, choose "No." At the title screen, start a new game, and go to World 6, Stage 3. When the stage starts, pause the game, retire, and choose not to continue. When the title screen comes up again, the words "World 6" will be to the right of "Game Start." Highlight "Game Start," and **press Left**. The word "Hyper" appears. If you play the game on this mode, you get the extra stages and you have the triple jump ability.

"Gawd bless Necrodome™ says Action Ab!



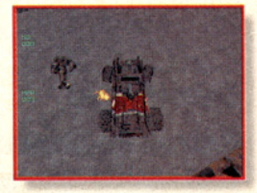
Action Ab, action game and weapons enthusiast

Ah just love action games, 'specially the kind that makes me sweat like a pig in heat. Ah love action games even more than my favert food, dinner.

Lately, lotsa games seem ho-hum. But not NECRODOME. This new game composts two of my favert things: trucks 'n guns.

Ah had so much fun ah can't believe it. You gotta git all them scumbags with your cannons before they git you. But watch out 'cause every time ah thought ah had 'em, my truck blowed up!

You can even have a buddy shoot out of your back turret while you race. But if yur like me, you don't want nobody near yur turret — let alone in it. If NECRODOME ain't the biggest game o' the year, then ah don't know my hole from a head in the ground."



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Saturn

Ultimate Mortal Kombat 3

Kombat Kodes

Enter the following Kombat Kodes after selecting your fighters for a two-player match at the "VS" screen.

Press the following buttons:
Player One (on Controller One):
Slot 1 = **Button A**; Slot 2 = **Button Y**; Slot 3 = **Button C**

Player Two (on Controller Two):
Slot 4 = **Button A**; Slot 5 = **Button Y**; Slot 6 = **Button C**
(For example, for the Blocking Disabled Kombat Kode, Player One and Player Two should press Y twice.)

Special Abilities

Blocking Disabled:	0 2 0 0 2 0
Fast Uppercut Recovery:	7 8 8 3 2 2

Kombat Zone Kodes

Balcony:	8 8 0 2 2 0
Bell Tower:	0 9 1 1 9 0
Blue Portal:	9 3 3 9 3 3
Bridge:	0 7 7 0 2 2
Graveyard:	6 6 6 3 3 3
Jade's Desert:	3 3 0 0 3 3
Kahn's Kave:	0 0 4 7 0 0
Kombat Temple:	6 0 0 4 0 0
Noob's Dorfen:	0 5 0 0 5 0
Pit III:	8 2 0 0 2 8
River Kombat:	0 0 2 0 0 3
Rooftop:	3 4 3 3 4 3
Scorpion's Lair:	6 6 6 4 4 4
Soul Chamber:	1 2 3 9 0 1
Street:	0 7 9 0 3 5
Subway:	8 8 0 8 8 0

Other Kodes

Hold flippers during casino run:	9 8 7 6 6 6
"No Fear" message:	2 8 2 2 8 2
No power bars:	9 8 7 1 2 3
Player One has half-energy:	0 3 3 0 0 0
Player Two has half-energy:	0 0 0 0 3 3
Player One has one-fourth energy:	7 0 7 0 0 0
Player Two has one-fourth energy:	0 0 0 7 0 7
Psycho Kombat:	9 8 5 1 2 5
Quasi-Randper Kombat:	4 4 4 4 4 4
"Rain Can Be Found in the Graveyard":	7 1 7 3 1 3
"See Mortal Kombat The Live Tour!":	5 5 0 5 5 0
Silent Kombat:	3 0 0 3 0 0
"Skunky! – E.F.":	1 2 2 2 2 1
"There Is No Knowledge Without Power":	1 2 3 9 2 6
Throwing disabled:	0 2 0 0 2 0
Throwing encouraged:	0 1 0 0 1 0
"Unikorn Referri:—Sans Power":	0 4 4 4 4 0
Unlimited run:	4 6 6 4 6 6
Version number:	9 9 9 9 9 9
"Whatcha Gun Do? – E.B.":	0 0 4 4 0 0
Winner of first round battles Motaro:	9 6 9 1 4 1
Winner of first round battles Noob Saibot:	7 6 9 3 4 2
Winner of first round battles Smoke:	2 0 5 2 0 5
Winner of round battles Shao Kahn:	0 3 3 5 6 4
"You Are Entering the Land of Rellim":	6 4 2 4 6 8

PlayStation

CyberSpeed

Race as the Mechanical Cow

At the Options menu, select "Load," then "Password." At the password screen, enter the password **LLLLLLLLLLLLLL. Press X,** and start a race. When the race begins, you will be racing as a mechanical cow.

PlayStation

Slam 'N' Jam '96 Starring Magic & Kareem

Small Players

Pick your teams in any mode, and start a game. After the "Scouting Report" screen, **rapidly and alternately press L1 and R1** until the tipoff, then pause the game. Make sure the last button you press before you pause is L1. Unpause the game and all the players will be smaller.

Arcade

NBA Hang Time

Tournament Mode, Baby-Sized Players, and Other Cheats

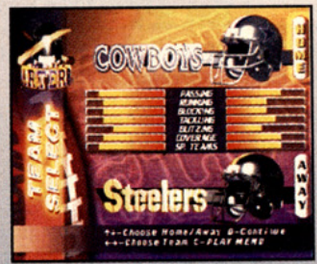
Enter the following cheats in the boxes at the bottom of the screen on the "Tonight's Matchup" screen. The Turbo button changes the first box, the Shoot button changes the number in the middle box, and the Pass button changes the number in the third box.

Tournament mode:	111
Baby-sized players:	025
No music mode:	048
Goaltending on:	937
Maximum block:	616
Maximum steal:	709
Maximum speed:	284
Hyper speed:	552
Stealth turbo:	273
Unlimited turbo:	461
No pushing:	390
Fast passing:	120
Outdoor court:	200, or **press and hold Left and press Turbo twice.**
ABA ball:	**Press Right, Right, Shoot, Turbo, Pass.**
Big head:	**Press Up, Turbo, Pass.**
Huge head:	**Press Up, Pass, Turbo.**
Shot percentage on:	**Rotate the joystick clockwise.**

Saturn

NFL Quarterback Club '97

Hidden Team



Go into Preseason mode, and at the "Team Select" screen, **press X, Y, L, L, X, L.** A new team appears between the Vikings and 49ers.

"Omigod! Dare Devil Derby 3D™ is way cool!

Lips Akimbo, major babe and sports enthusiast

I love racing games, okay? And unlike my choice of men, I've got real high standards. So when people said, 'Lips, you gotta play DARE DEVIL DERBY, the new 3D multi-player racing game from Mindscape' I said, 'Puh-lease!'

But then, whoa! I'm all, this game is totally awesome! I played it so much that all my fingernails broke off! My boyfriend Marty said my nails were fake, just like me. So I kept beating that ignorant puke at DDD!

Then six of Marty's friends showed up, so I plugged all eight of us into multi-taps and we raced against each other! It was way beyond amazing!

I played it like 14 hours straight and never ever thought about eating or going to the bathroom. Can you believe it? I know! I couldn't either!"

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Super NES

Madden NFL '97

Hidden Teams

To access these hidden teams, select "Play Now," and enter the button presses below at the "Team Select" screen. Highlight the existing team, enter the code, and the hidden team appears (for example, highlight the All-Madden team and press A, L, L, A, L, L). Note: L and R refer to the two top buttons, not directions on the control pad.

Arizona Cardinals 1975:	**Press Y, R, A, L, L.**
Atlanta Falcons 1980:	**Press A, L, L, Y, R.**
Baltimore Browns 1986:	**Press B, Y, R, R, Y.**
Buffalo Bills 1990:	**Press B, Y, L, L, Select.**
Carolina EA Sports:	**Press Left, A, R, R, Y.**
Chicago Bears 1985:	**Press A, L, L, R, B.**
Cincinnati Bengals 1981:	**Press B, L, A, R, A.**
Dallas Cowboys 1977:	**Press B, A, R, R, Y.**
Denver Broncos 1986:	**Press L, L, Y, A, Y.**
Detroit Lions 1952:	**Press Select, Y, L, L, Y.**
Green Bay Packers 1966:	**Press Select, R, B, A, Y.**
Houston Oilers 1993:	**Press R, Select, R, Select, Y.**
Indianapolis Colts 1970:	**Press B, R, Select, Select, Y.**
Jacksonville Tiburon:	**Press Select, Y, Select, R, L.**
Kansas City Chiefs 1969:	**Press L, Y, R, R, A.**
Miami Dolphins 1972:	**Press A, L, L, B, Select.**
Minnesota Vikings 1976:	**Press B, R, R, R, R.**
New England Patriots 1985:	**Press B, L, Y, Select, A.**
New Orleans Saints 1987:	**Press L, B, L, B, Select.**
New York Giants 1990:	**Press B, Y, R, L, Select.**
New York Jets 1968:	**Press Y, Y, A, L, L.**
Oakland Raiders 1976:	**Press B, R, A, L, Y.**
Philadelphia Eagles 1980:	**Press B, A, L, B, Y.**
Pittsburgh Steelers 1978:	**Press Select, L, A, Select, R.**
Saint Louis Rams 1979:	**Press L, R, R, A, Select.**
San Diego Chargers 1994:	**Press Select, A, L, L, Y.**
San Francisco 49ers 1988:	**Press B, A, Y, Y, R.**
Seattle Seahawks 1978:	**Press A, R, R, Y, Y.**
Tampa Bay Buccaneers 1979:	**Press Right, R, L, L, Select.**
Washington Redskins 1982:	**Press B, L, L, R, R.**
All Madden NFLPA:	**Press A, L, L, A, L, L.**

Saturn

Street Fighter Alpha 2*

Chun-Li's Other Outfit

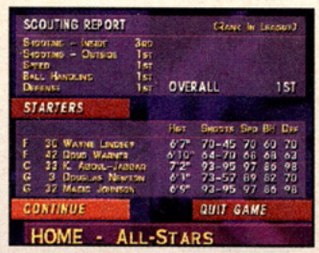
To get Chun-Li's outfit that she wore in Super Street Fighter Turbo, start a one-player game. At the character-select screen, **press and hold Start.** Move the cursor over Chun-Li and keep it there for five seconds. While still holding Start, **press any button**. In addition to changing her attire, the cheat changes how to do her Fireball. You charge back for two seconds, then press forward and hit any punch.

** This trick was done on an early version of the game and may be different in the final version.*

Saturn

Slam 'N' Jam '96 Featuring Magic & Kareem

Big Head, Tiny Players, and Shot-Percentage



To enter any of the following codes, start a game, and after the "Scouting Report" screen, do the following:

Big heads: **Tap X rapidly** until the tipoff. Then pause the game and unpause it. The players now have big heads.

Small players: **Tap Z rapidly** until the tipoff. Then pause the game and unpause it. The players have shrunk.

Shot percentage: **Press and hold L** until the tipoff. Pause the game, then unpause it. Now, every time you go up for a shot, you see a percentage, which indicates the likelihood of the shot going in.

Neo•Geo

Ninja Masters

Play as Ranmaru and Nobunaga

To play as the boss characters, start a one-player game. On the Player One side, put the cursor on the fighter Kamui, and **press Left, Down, Left, Up, Left, Down Left, Up, Right, Down, Right, Up, then press C and D simultaneously.** The bosses Ranmaru and Nobunaga will appear on each side of the regular lineup.

PlayStation

Bust-A-Move 2: Arcade Edition

More Credits and Special Stages

More credits: At the title screen, select "Options." In the Options menu, **press Left, Right, R1, R2, L2, L1, Up, Down.** A timer appears, counting down from 30 seconds. Highlight the word "Credits," and **tap × rapidly.** The more you press the button, the more credits you get.

Special stages: At the title screen with the words "Press Start Button" flashing, **press R1, Up, L2, Down.** A small green guy appears in the lower right corner. Start a Puzzle Game, and you play on new backgrounds.

"Starwinder™ is so fast, it'll make you hurl!

Rocket Ronnie, action reviewer dude at large

Just popped in a toastie version of the new PlayStation™ title STARWINDER: THE ULTIMATE SPACE RACE. Dudes and Dudettes, this game is kickin'!

Right off the hip, I noticed the amazing buzz from the free flight control. The Ronster was flying his ship in and out of the rails...for real.

If you're into speed, this is the treat for you. MAXIMUM SPEEDATUDE! My buddy Fred hurled just watching the game.

And there's lots more! Usually, I blow by the cut scenes, but all those clips of alien pilots were a major trip. I was laughing so hard, I almost blew lunch outta my nose!"

The Ronster says check it out!"

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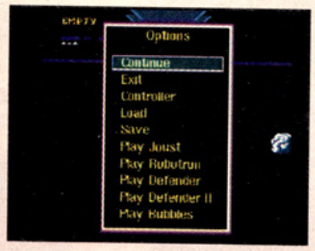
PlayStation

Williams Arcade's Greatest Hits

Cheat Menu



Start any of the arcade games and pause. Then **press and hold L2 and R2, then simultaneously press Select and Start.** This brings up the bookkeeping screen. At this screen, **press and hold L2 and R2 and simultaneously press Start and Select** again. You then go to a game adjustment screen where you can select the difficulty, number of lives, and more.

Arcade

Marvel Super Heroes

No Gems and Other Character Color

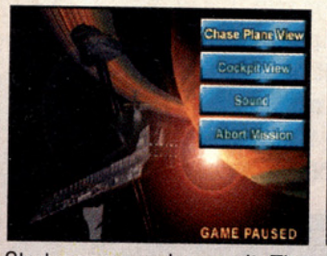
No Gems: In two-player mode only, both players should select a fighter, then **press and hold both Start buttons.** When the fight starts, there are no Infinity Gems, and the words "No Gems" appear at the bottom.

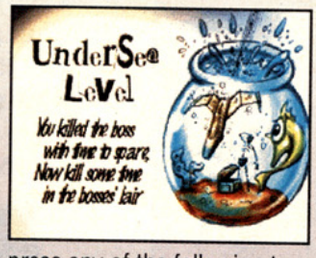
Other character color: To change the color of characters on the top row, put the cursor over the character you want to select, then **press and hold Up** for five seconds and **press any button**. To change the color of characters on the bottom row, put the cursor over the character you want to select, **press and hold Down** for five seconds, and **press any button**. When the match starts, your fighter is a different color.

Saturn

Solar Eclipse

Hidden Levels





Start a game and pause it. Then press any of the following to access the hidden levels.

Corkscrew level: **Press Right, Down, Down, Left, Start, C, Right, Up.**

Undersea level: **Press Right, Down, Down, Left, Start, Up, B.**

Offworld level: **Press Right, Down, Down, Left, Right, A, C, Y, C, A, Right.**

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'SUPER MARIO 64' Mario goes 64-bit! His updated look is a rendered 3D image with texturemapped polygons. He's now able to slide and hang on as he explores new landscapes. **NIN 64 $62**

'SONIC BLAST' Now, Sonic and his world are 3D thanks to super fast SGI rendered graphics. The evil genius Robotnik is after the Chaos Emeralds and it's up to Sonic to stop him. It won't be easy, but Sonic has new power ups and special moves! **GEN $51**

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'MARVEL SUPER HEROES: WAR OF THE GEMS' Choose your favorite Marvel characters and battle Thanos, the most dangerous villain in the Marvel Universe! **SNES $54**

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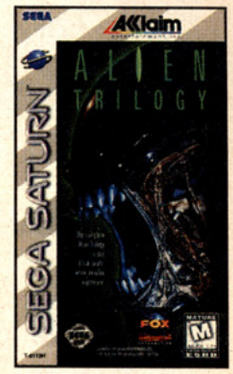

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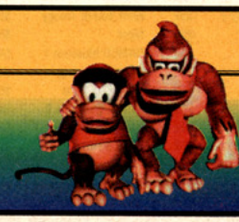

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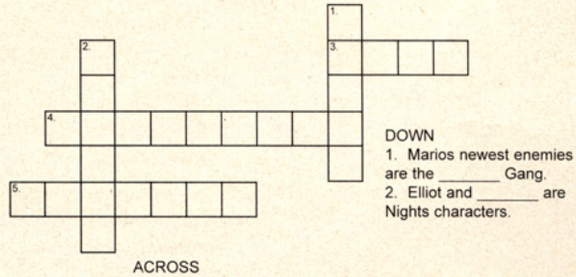

DOWN

1. Marios newest enemies are the _____ Gang.
2. Elliot and _____ are Nights characters.

ACROSS

3. Amazon warrior in Killer Instinct 2.
4. The Playstation mascot is Crash _____.
5. He scores the winning run.

Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and then mail, along with your name address and phone number to : November Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Entries must be postmarked no later than November 30, 1996.

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PlayStation	Saturn	Genesis	Super NES
1. Crash Bandicoot	1. Nights	1. Ultimate Mortal Kombat 3	1. Ultimate Mortal Kombat 3
2. Tekken 2	2. Madden NFL '97	2. Madden NFL '97	2. Madden NFL '97
3. Madden NFL '97	3. Ultimate Mortal Kombat 3	3. NBA Live '97	3. Kirby Superstar
4. Andretti Racing	4. NFL Quarterback Club '97	4. College Football USA '97	4. Super Mario RPG
5. NCAA GameBreaker	5. Die Hard Trilogy	5. NHL '97	5. Power Rangers Zeo: Battle Racers
6. Project Overkill	6. Alien Trilogy	6. Bugs Bunny in Double Trouble	6. Ms. Pac-Man
7. Tecmo Super Bowl	7. X-Men: Children of the Atom	7. Arcade Classics	7. Williams Arcade's Greatest Hits
8. Ridge Racer Revolution	8. Virtua Fighter Kids	8. Williams Arcade's Greatest Hits	8. Marvel Super Heroes
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Scary Larry's Can't Miss List

1. Crash Bandicoot — PlayStation
2. Tekken 2 — PlayStation
3. Nights — Saturn
4. Madden NFL '97 — PlayStation
5. Madden NFL '97 — Saturn
6. Ultimate Mortal Kombat 3 — Super NES
7. Ultimate Mortal Kombat 3 — Genesis
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